100% OFFICIAL CONTENT

DUNGEONS & DRAGONS

FINAL ISSUE! COMPLETE DUNGEON INDEX

SAVAGE TIDE: WAR ON THE ABYSS

DUNGEON®

BONUS POSTER-SIZED MAP OF MYSTERY INSIDE!

ISSUE 150 · SEPTEMBER 2007

paizo publishing™

0 71658 01825 9 09

U.S. $10.99 | CAN $12.99

ISSUE #150 SEPTEMBER 2007 VOLUME 21, NO 9

DUNGEON

paizo.com/dungeon

Publisher: **Erik Mona**
Editor-in-Chief: **James Jacobs**
Senior Art Director: **Sean Glenn**
Art Director: **Drew Pocza**
Assistant Editor: **Jeremy Walker**
Assistant Editor: **James Lafond Sutter**
Advertising & Marketing Director: **Joshua J. Frost**
Production Director: **Jeff Alvarez**
Prepress Manager: **James Davis**
Circulation Director: **Pierce Watters**
For Wizards of the Coast: **Rich Redman and Rob Watkins**

CONTRIBUTING ARTISTS
Peter Bergting, Julie Dillon, Kyle Hunter, Robert Lazzaretti, Warren Mahy, Wayne Reynolds, UDON (with Joe Ng, Adam Vehige and Mark Sinclair), Chris West, Ben Wootten

CONTRIBUTING AUTHORS
Wolfgang Baur, Jason Bulmahn, Nicolas Logue, Sean K Reynolds, F. Wesley Schneider, Todd Stewart, James Lafond Sutter, Greg A. Vaughn

PAIZO PUBLISHING, LLC
2700 Richards Road, Suite 201
Bellevue, WA 98005-4200

Chief Executive Officer: **Lisa Stevens**
Corporate Accountant: **Dave Erickson**
Technical Director: **Vic Wertz**
Director of Operations: **Jeff Alvarez**

DUNGEON September 2007, Volume 21, Number 9 (ISSN# 0890-7102/USPS 0002-005) is published monthly by Paizo Publishing, LLC, 2700 Richards Road, Suite 201, Bellevue, WA 98005-4200, United States of America. Periodicals Postage Paid at Bellevue, WA 98009-9998 and at additional mailing offices. POSTMASTER: Please send address changes to DUNGEON, Paizo Publishing LLC, 2700 Richards Road, Suite 201, Bellevue, WA 98005-4200.

Ride Along Enclosed

No part of this magazine may be reproduced (except for review purposes) without the prior written consent of the publisher. Material published herein does not necessarily reflect the opinions of Paizo Publishing, LLC, its employees, or its editorial staff, who are not liable for opinions expressed herein. Most product names are trademarks owned by the companies that publish those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status. Trademarks related to the DUNGEONS & DRAGONS brand, including DRAGON, DUNGEON, and D&D are trademarks of Wizards of the Coast, Inc. and are used under license from Wizards of the Coast, Inc., a division of Hasbro, Inc.

POSTMASTER: SEND ADDRESS CHANGES TO
Paizo Publishing, 2700 Richards Road, Suite 201, Bellevue, WA 98005-4200.

©2007 Wizards of the Coast, Inc.

BACK ISSUES: **paizo.com** or call 425-289-0060.

SUBSCRIPTIONS/CHANGE OF ADDRESS: Contact Paizo Publishing at **subscriptions@paizo.com** or call 425-289-0060.

Although we accept subscriptions to prison addresses, delivery is subject to the discretion and/or whim of prison personnel. If you have not received a magazine or premium, please consult with your Mail Room authorities. This publisher is not responsible for non-delivery.

ADVERTISING: Contact DUNGEON's Advertising & Marketing Director, Joshua J. Frost, at (425) 289-1345. All ads are subject to approval by Paizo Publishing, LLC, which reserves the right to reject any ad for any reason. Advertisers and/or agencies of advertisers agree not to hold Paizo Publishing, LLC liable for any loss or expense from alleged wrongdoing that may arise out of the publication of such advertisements.

DISTRIBUTION: National and international distribution is provided by Curtis Circulation Company, 730 River Road, New Milford, NJ 07646. Tel: (201) 634-7400. Fax: (201) 634-7499.

OPEN GAME CONTENT: Unless otherwise noted, this Paizo Publishing, LLC product contains no Open Game Content. No portion of this work may be reproduced in any form without permission. To learn more about the Open Gaming License and the d20 System License, please visit **wizards.com/d20**.

Printed in the U.S.A.

SAVAGE TIDE ADVENTURE PATH

60 PRINCE OF DEMONS
Greg Vaughn
The time has come to challenge the Pince of Demons! An army of demons and eladrins stands ready to mount an assault on his Abyssal realm of Gaping Maw, which should give your players the distraction they need to prevent Demogorgon from activating the savage tide and driving a world insane. A Savage Tide Adventure Path scenario for 20th-level characters.

ADVENTURES

16 KILL BARGLE
Jason Bulmahn
The renegade magic-user Bargle is wanted, dead or alive. Rumor holds that he dwells in the bowels of a nearby abandoned keep, performing all sorts of foul sorcery. Only the truly brave, or perilously foolish, would dare to challenge Bargle in his own domain. A D&D adventure for 3rd-level characters.

34 QUOTH THE RAVEN
Nicolas Logue
Terror grips the city of Sharn. A serial killer stalks the streets and catalogues his slaughter in the annals of the city's newspaper, to the delight and horror of its readers. To catch this elusive criminal, the PCs must match wits with an old adversary. Even beaten, scarred, and imprisoned, Viktor Saint-Demain is determined to have the final word. This sequel to issue #133's "Chimes at Midnight" is an EBERRON adventure for 8th-level characters.

100 INDEX
A complete index of every adventure or Campaign Workbook ever run in DUNGEON, plus sidebars on the 10 greatest DUNGEON locations and villains.

ON THE COVER

Wayne Reynolds, one of our favorite artists, returns for the final issue to put a capstone on the Savage Tide Adventure Path.

CARTOONS

33 The Portent
126 Downer

COLUMNS

8 Editorial
10 Prison Mail
112 Gamer Guide
114 Dungeoncraft
128 Map of Mystery

CAMPAIGN WORKBOOK

118 The City
120 The Dungeon
122 Critical Threat
124 Wandering Monster

"At Demogorgon's enraged command a barrage of lethal bolts, killer forces, and demon-shattering spells were sent to vaporize the insolent figure that rose like a colossus before their burning eyes. The forces struck, visibly and invisibly, and the smoke-black Graz'zt seemed to shake and thin and nearly disappeared under the withering power sent against it. Well it should, for enough force to destroy a small mountain had been expended. 'Again!' screeched both of the demon king's baboonlike heads. 'Finish him!'"

Gary Gygax
"Come Endless Darkness"

DUNGEON ADVENTURE PLAYER REWARDS!

Take advantage of the RPGA's Player Rewards program by scoring points with the adventures from this issue of *Dungeon*! Each adventure is worth 2 D&D Player Rewards points, and remains active until 10/31/07.

RPGA NETWORK

Drop by rpga.com for more details, and use the following adventure codes:

Kill Bargle! (150KB1DN)
Quoth the Raven (150QR1DN)
Prince of Demons (150PD1DN)

SIGNING OFF

So here it is. The last print issue of *Dungeon* magazine.

I've known it was coming for several months now, but today still came faster than I expected it to. Fortunately, I did manage to get most of what I wanted into the magazine (dinosaurs on the cover, a Lovecraftian adventure, an updated Maure Castle, 3rd-edition stats for the froghemoth, pictures of several of my player characters, and stats for Iggwilv). The only major project I missed was that I never did get that conversion/sequel to "Expedition to the Barrier Peaks" in. But since that would have required a 300-page magazine (and three times the work), it's probably best for my sanity that it didn't happen after all.

Working on the list of top ten villains and adventure sites to decorate this issue's enormous index of all things *Dungeon* (and some things *Polyhedron*), I realized something. There's been an awful lot of excellence in *Dungeon* over the course of the last 21 years. Back in issue #116, we asked a panel of expert game designers to list their favorite *Dungeon* adventures, and not a single one of the top ten adventures they chose was one that Erik and I had published under our watch. So it's not without some pride that, when I asked around for folks' favorite villains and locations for this issue, the majority of the answers were from more recent issues. Locations like Maure Castle and the Styes, and villains like Vanthus and Lashonna, really seem to have found their fans, and I'm really proud of them.

I, of course, have my own favorites among *Dungeon's* adventures. Oldies like "Caermoor" from issue #2 (wherein the PCs have to save a small village from the powerful devil Baalphegor, who I dropped a reference to in "Dawn of a New Age") on through to gems like issue #15's "The Elephant's Graveyard" (my first TPK as a DM, thanks to a greater basilisk), issue #30's "Thiondar's Legacy" (my first TPK as a player, thanks to a certain black dragon), issue #70's "Kingdom of the Ghouls" (still my favorite Underdark adventure, and also the first adventure I ran in 3.0—at the time as a high-level playtest for the new rules), and issue #100's "The Lich-Queen's Beloved" (which recently served, in a highly-modified form, as the capstone adventure for my last campaign). And that doesn't even scratch all the incredible adventures I've been able to print as an editor for the magazine, including new classics like "Maure Castle," "The Coming Storm," "The Styes," "Chimes At Midnight," and "The Whispering Cairn."

All that said... there's one more "adventure" I'd like to mention, even though it's technically 12 adventures and not one. Having written part of *Dungeon's* first adventure path and helping to plot out its second, Savage Tide is the one that I can really call my own. While many key elements certainly came from other folks here at Paizo and from the adventures' authors, the campaign's name and the overarching plot was mostly from me. I couldn't be happier with how it turned out, and I'd like to thank all of the authors and artists who helped me make what may just be the best D&D campaign ever.

And I suppose that about sums it up. With *Pathfinder*, I'll still be deeply involved and committed to bringing you the best campaigns I can pay the best authors to write and the best artists to illustrate. We've got some exciting things planned for the future, but I can't help but feel sad when I look back at the past. *Dungeon* has given me nearly 650 adventures over the past 21 years, certainly enough to keep my D&D games running for a long time. Assuming modestly, on average, that a *Dungeon* adventure gives enough material for two game sessions, that's enough to keep any once-a-week gaming group busy for another 21 years.

Still, I think it's fair to say I could have used another 21 years of *Dungeon*.

So long, old friend!

James Jacobs
Editor-in-Chief
james.jacobs@paizo.com

FROM THE PUBLISHER

Readers,

Recently, Wizards of the Coast decided not to renew Paizo Publishing's license to create and distribute *Dragon* and *Dungeon* magazines. Both magazines will cease publication following the release of their September issues, which ship to subscribers and newsstands in August. The final issues of the magazines will be *Dungeon* #150 and *Dragon* #359.

Wizards of the Coast will be moving the kind of content currently found in the magazines to an online model. Both companies remain on good terms and continue to discuss future opportunities for publishing partnerships. As more information becomes available on Wizards of the Coast's plans for the *Dragon* and *Dungeon* brands, we'll keep you updated in the remaining issues of the magazines.

Paizo will continue to create products compatible with the world's most popular roleplaying game. In addition to our existing line of GameMastery accessories like Item Cards and the new Critical Hit Deck, this summer will see the debut of two exciting RPG lines from the same creative minds that have brought you the magazines these last five years. In June, Paizo kicks off its new GameMastery Modules line, featuring monthly 32-page adventures from top designers like Nicholas Logue, Richard Pett, Wolfgang Baur, and Jason Bulmahn! Each lavishly illustrated full-color GameMastery Module is designed to be used easily in a wide variety of campaigns, and will meet or exceed the expectations you've come to expect from Paizo Publishing.

August sees the debut of *Pathfinder*, a new monthly 96-page, perfect-bound, OGL-compatible full-color softcover Adventure Path book printed on high-quality paper. Over the last several months, the same editors who bring you *Dragon* and *Dungeon* have been developing the next evolution in RPG campaigns, and we hope you'll take some time to look at what we have to offer. *Pathfinder* will be sold at hobby retail stores, bookstores, and online at paizo.com, and—though it's a book, not a magazine—we'll be offering a subscription service for gamers eager to add a vorpal edge to their campaigns. In fact, you can subscribe to *Pathfinder* right now and receive a free bonus *Player's Guide* to the first *Pathfinder* Adventure Path: Rise of the Runelords.

Speaking of subscriptions, the discontinuation of *Dragon* and *Dungeon* will leave many of our valued subscribers with excess subscription credit. Paizo has set up a special transition web page at **paizo.com/transition** that offers multiple options to these subscribers. A brief summary of these options follows:

***Pathfinder*:** Current subscribers can transfer their existing post-September subscription credit to monthly volumes of *Pathfinder* at a generous discount as an easy way to try out the new publication. This is your opportunity to get in on the ground floor of this major new series, and we'd certainly love the chance to keep delivering exciting gaming content to you on a monthly basis.

***Dragon* and *Dungeon* Back Issues:** Subscribers can choose to receive select back issues on a one-for-one basis based on remaining subscription credit. This is a great way to fill holes in your collection.

Paizo.com Store Credit: Paizo.com is the Internet's leading online hobby store, with more than 22,000 gaming products from hundreds of publishers. Subscribers can swap their excess subscription credit for store credit on our website at a generous 120% exchange rate.

Refund: If none of the above options appeal to you, Paizo will issue you a refund check for your remaining subscription credit. (Refund checks will be issued starting October, 2007, and may take several weeks to arrive.)

Subscribers without access to the Internet should contact our Customer Service Department for more information about the above choices and a form to help you make your selection. Write us at Magazine Transition/Paizo Publishing, LLC/2700 Richards Road, Suite 201/Bellevue, WA 98005. We anticipate a large volume of mail related to the transition, so please be patient with us as we address your needs.

Dragon and *Dungeon* have been the backbone of Paizo Publishing since we spun off from Wizards of the Coast's periodicals department in 2002, and both magazines have been an integral part of the RPG publishing world for decades. Bringing the magazines to you every month has been a true honor, and we in the Paizo family look forward to the continuing honor of serving your gaming needs for years and years to come.

Sincerely,

Erik

Erik Mona
Publisher

Tell us what you think of this issue.

Check out the DUNGEON messageboards at paizo.com/dungeon

Stop by the WotC D&D messageboards at wizards.com/dnd

DUNGEON #147

We've covered a lot of ground in the last few issues, so rather than focus solely on issue #147 (pictured above), I'd like to point out the highlights from issue #148 and #149 as well.

The Savage Tide kicked into overdrive in these issues, taking the PCs to the depths of the Abyss and beyond. Just being able to namedrop Iggwilv and Orcus and Charon on the cover made me giggle like a lunatic.

In the low-level arena, we robbed a bank in EBERRON, fought an unkillable monster from the woods, and wandered back to the city of Sasserine to find the place infested with bickering intelligent weapons. As it works out, nothing blows the expected wealth gain for an adventure out of the water quite like making all of the villians magic weapons!

And in the game's most popular band for adventuring (the sweet spot of 6th–12th level), we closed out the Spawn of Sehan campaign arc with a trip up the hill to fight yak folk, got down and dirty in GREYHAWK's city of Spinecastle, and took some time off in the lovely (and monster-infested) Moonshae Isles in the FORGOTTEN REALMS.

Back issues of DUNGEON are available at paizo.com.

Prison Mail

Looking Back, Part One

I just recently received the 148th issue of DUNGEON and I was very impressed to hear that in the last issue you are going to publish an archive listing of all the adventures that have appeared in the magazine. This will be a most amazing thing for me, as recently a friend of mine, who unfortunately doesn't play D&D anymore, gave me the first 52 issues of your fine magazine. I started to subscribe to at issue #90, and I've since been able to collect the intervening issues. Huzzah, I will shortly have all 150 issues of your excellent periodical.

I find that my DM style is to take published adventure material and interweave an overarching plot/campaign of my own design. This allows me to concern myself more with the plot and grander scope of things without having to be bogged down by the minutia of each encounter, setting, or NPC. Your magazine is a goldmine of ideas, adventures, and advice that makes my job of DMing not only easier but better in the eyes of my players. I salute you, sirs, on the part you have played as the 'silent' member of my game sessions.

I will miss the monthly issues of both magazines, but I'm certain that with minimal effort I can bring all the hundreds of adventures you have published to my gaming table, which should afford me several years, nay decades, of gaming fun.

Endings may be sorrowful, but they just sweeten the memories of the good times of the past, present, and those yet to come!

Three cheers and well met to DUNGEON and all of its contributors and creators!!!

Trevor Chapman
Brampton, Ontario

Looking Back, Part Two

As a youngster new to D&D I looked forward to the occasional DRAGON magazine that contained an adventure (and defacing the magazine by removing the staples to extract it). When DUNGEON magazine was announced I started my subscription, hopeful that I wouldn't miss a single issue. Through the years I never let it lapse, though I went through more than a decade of not playing while in college and starting a family. The bimonthly arrival of DUNGEON was a constant through a lot of change and a very enjoyable way to pass spare moments.

I was surprised at how hard the news that DUNGEON would no longer be in print hit me. Not only had the magazine been a companion through some of the most important phases of my life; getting an adventure published had been a goal of mine. After a series of (very polite) rejection letters from Roger Moore in the late 80s, my attention turned to other goals. I achieved a few of them and with the third edition getting me back in the game I started to focus on adventures for DUNGEON again.

LAST WORDS

JAMES LAFOND SUTTER

Before I started working for DUNGEON, I had never run a published adventure in my life. In fact, I was downright snobby about it—after all, shouldn't any self-respecting DMs be able to create their own adventures? Going to a magazine or module felt like a crutch, an admission of failure. Play somebody else's adventure? No thanks.

Then I discovered Paizo and, through it, DUNGEON magazine. I'll never forget when Erik Mona walked up to my desk, threw down a tome of a manuscript, and said, "So, you want to edit? Go through this and tell me what changes you suggest."

The document in question? Erik's own "The Whispering Cairn" and Diamond Lake backdrop. Talk about trial by fire.

Apparently my changes must have been alright, because I'm still here, but something else of note occurred that day. As I read through that adventure, cutting commas where I dared, I realized something: the adventure was good. More, it was great. With every scene my brain spun off in a heretofore unexplored direction. I was shocked—how could a published adventure capture my imagination so? With that adventure, and every one that's followed, I've realized the truth of the matter—that rather than stifling creativity, the structure of a published adventure is the starting point, the support that allows the imagination to range far and wide in pursuit of those all-important details. Each time I see my seven Savage Tide players flee from mummy rot or send archons bearing *shadow pearls* into the sun, I gladly admit that I was wrong.

And now here I am in the final issue, the last editor ever to be hired onto DUNGEON magazine. My eternal thanks to everyone—Paizoites and readers alike—for letting me sit at your table. It's been an honor and a privilege.

JEREMY WALKER

O Adventure!
Reach from dark depths to touch
the sky;
Rest in peace my friend.

While I'll never be published in DUNGEON, I take satisfaction in witnessing the birth (and rebirth under Paizo after the magazine had fallen on some hard times) of what must stand as one of the most ambitious hobby magazines to date. Through twenty-one years, the magazine was able to maintain a tight focus and provide quality adventures. In doing so it launched the careers of many very talented authors. The entire hobby is in its debt.

It'll be missed.

Brian Young
Cary, North Carolina

Thanks for the kind words, and congratulations on the full collection of the magazine! And you're both right, endings are indeed sad, but at the same time it's an opportunity for change and growth.

As for DMing styles, I suspect that most of DUNGEON's readers fall into the category of "hunter/gatherer"—I certainly do. Sometimes, I'll run an adventure word for word from the magazine, but other times I'll pick and choose, sometimes just keeping a map or an NPC name or even a single picture to use as a player handout.

Long Live Savage Tide!

First of all I wanted to say how disheartened I am that your magazines are ending publication. I have enjoyed them. So after reading "Down with the Savage Tide" in issue #148 I was finally prompted to write. I have been playing D&D for most of my life—I'm 25 and currently running the Savage Tide campaign. This is absolutely the best campaign I have *ever* been a part of! We are only halfway through, and I could not be more impressed. I really can tell the writers were passionate about this and am very excited about where the plot is headed. What I love about the Savage Tide is its uniqueness. The jungle, sailing, pirates, the Olmans—I could go on and on. Excellent work.

On that note I was very relieved to see you are going to continue your efforts with *Pathfinder*. I read about it and can't help but notice many similarities to Savage Tide. Which prompts me to my next question.

I'm interested in a subsrciption... but what if I don't like it? Is there a money-back guarantee?

Gabe Hanson
Via Email

Any similarities you might see between the DUNGEON *Adventure Paths and* Pathfinder *are quite justified—many of the same authors, artists, and editors who brought you Shackled City, Age of Worms, and Savage Tide are working on* Pathfinder*'s Adventure Paths. So chances are that you'll find the transition a happy one. The subscriptions we're offering for* Pathfinder *are month-to-month, similar to how paying rent or subscribing to a MMORPG works. We aren't offering a money-back guarantee, but if it turns out that* Pathfinder*'s not for you, you can cancel your subscription at any time and not be saddled with months and months more of books you don't want.*

Of course, I'm positive it won't come to such a drastic end. Having seen what authors like Nicolas Logue, Richard Pett, and Wolfgang Baur and artists like Wayne Reynolds, Andrew Hou, Warren Mahy, and Ben Wootten have cooked up for Pathfinder *makes me confident that anyone who loved Savage Tide will find a lot more to love in* Pathfinder.

DMs Are Too Busy!

Your reply to Bob in issue #147 regarding conversion sidebars being a lot of work included a question: "And in the end, customizing a pre-written adventure is one of the fun parts about being a DM, isn't it?" I would like to reply to your reply: in a word, NO.

In a few more words, I've been a DM since 1979, running many a "module" (still my favorite word for adventure/scenario) at the Hodge Student Center at USC-S—most all of which I painstakingly wrote myself. I feel I've done my time, and should now be able to enjoy my latter years in leisurely ease, using only those modules that are pre-written, maps pre-drawn with NO typos, and completely idiot-proof. I've lived through 24-hour-straight, weekend-long campaigns, *Greyhawk Ruins* (still the best pre-packaged module I've ever seen, for my money), and the horrible lows (the emasculation of D&D when they briefly eliminated demons and devils, and the addition of a 7th stat

THIS MONTH IN DRAGON

DEMONOMICON OF IGGWILV: APOCRYPHA

BY JAMES JACOBS

The *Demonomicon's* profane appendices, details on obscure (but still deadly) demon lords, a new loumara demon, and more!

RELICS OF GREYHAWK

BY GARY HOLIAN AND RICK MILLER

Treasures of the Flanaess, unearthed from the depths of Castle Greyhawk.

SUPERVILLAINS OF D&D

Rediscover the evil of D&D's twenty most maniacal villains.

MYSTERIES OF D&D

Dozens of D&D's darkest secrets finally revealed!

THE WIZARDS THREE

Wherein D&D's most powerful wizards discover they've been spied upon!

PLUS

Elminster vs. Raistlin! The Ecology of the Tarrasque—featuring the return of the Monster Hunters Association—the final Volo's Guide, Dragonmarks, Savage Tidings, Class Acts, Comics—including Order of the Stick—and more!

[comeliness?]), so as I approach 50, I've earned the break.

I am truly sad to hear that DUNGEON and DRAGON will soon cease production—DUNGEON more so, as I really find the adv... modules handy. The official Wizards comment that everyone nowadays goes to the internet for this information is, in two words, horse hockey. I go to the computer for one thing only—to send e-mails like this one. And I still prefer to write letters and send questions by mail.

Needless to say, with the demise of these two magazines, so will go my purchasing of D&D products. As much as I love the D&D minis skirmish game (a $150/month habit), it's my one way of protesting the demise of a great thing for no good reason.

You guys did a heckuva job.

Roger Cox
Spartanburg, SC

Ha! Your point is well taken, Roger! But I'm still not convinced that Scaling the Adventure sidebars are worth, say, cutting the stats for a new magic item (which is what would have to go, for example, if I were to squeeze one of these sidebars in to this issue's "Prince of Demons"). Again, when third edition started, the Scaling the Adventure sidebars were as much about educating readers about how the new rules can be adjusted as they were about making the (at the time) small number of adventures available work for as wide an audience as possible.

Now that the game's been out for years, and now that there are hundreds of adventures to choose from, finding an adventure to fit your party's needs isn't as important anymore. And frankly, for this issue, it wasn't just an issue of space in the magazine—it was also an issue of manpower. Scaling the Adventure sidebars are fairly difficult to write (which in and of itself makes the best argument for having us include them for you in the adventures, frankly), and with this issue's additional pages, there simply wasn't time to write them up. I know, kind of a lame excuse, but there ya go.

I Was Dead Serious

Just read your editorial about the "200 HP!" and the last paragraph had me cheering when you asked if you could justify giving Demogorgon 838 hit points so that he has more hit points than anyone ever published in DUNGEON magazine. And to that I say two words. No, wait. Three words. Oh *hell* yeah!

Seriously, I think that would be a magnificent touch to DUNGEON magazine, honoring the original releases of the *Monster Manual* of yesteryears!

Here's hoping that you really do get to pull this off, even if it was perhaps mentioned in half-jest—I personally would love to see it! What a fabulous conclusion to the latest Adventure Path, as well as DUNGEON magazine. Imagine the players as they continue to drill endless points of damage into Demogorgon and he seems hardly bothered!

It would be priceless in so many ways!

On a side note, I am sad to hear that DUNGEON will be concluding. I had hoped to get one of my works published in DUNGEON—three of my submissions were declined, all for valid reasons ("Of Rats and Men," "Giant Problems," and "What Haunts the Hollow Fields?"). But that was back when second edition was still going strong. Real life swept me away (purchasing a home does that!) and I have been unable to sit down and either revamp my submissions or write out the thousands of ideas floating in my head!

Tawmis Logue
Via Email

Check out page 91, Tawmis—you'll be happy to see that our pal Demogorgon did indeed weigh in with the most hit points in DUNGEON ever. At 869 hit points, he even blew my estimation out of the water. Of course, if players of the Savage Tide Adventure Path are up to snuff, they won't have to face the CR 33 version of Demogorgon—play your cards right and you'll only face the 639 hp version. If you're lucky.

Well, it looks like that's about it! In the last few lines I have here, I'd just like to thanks all of the folks who made DUNGEON possible. I'm talking about everyone on the credits back in the table of contents, of course, but also about the great folks over at Wizards of the Coast who've been so kind about letting us play in their sandbox. And let's not forget everyone in the past who's worked on this great magazine. And, finally, the readers. You've been a source of inspiration for me, all of you. It's been a pleasure and an honor to be a part of your games. Keep the dice rolling! —James Jacobs

KILL BARGLE

BY JASON BULMAHN,
BY JULIE DILLON,
BY ROB LAZZARETTI,

ANY SETTING „ LOW-LEVEL (1ST–5TH) „ DUNGEON CRAWL

The renegade magic-user Bargle is wanted, dead or alive. After the murder of a local town cleric named Aleena, the ruling council put a sizable bounty on his head. Most speak of the wizard in hushed tones, and rumor holds that he dwells in the bowels of a nearby abandoned keep, performing all sorts of foul sorcery. Only the truly brave, or perilously foolish, would dare to challenge Bargle in his own domain.

"Kill Bargle" is a D&D adventure designed for four 3rd-level characters. Though many of the names and themes used here trace their roots back to one of the original D&D campaign settings, the Known World of Mystara, this adventure is self-contained and can take place in any campaign setting. This adventure originally appeared in the *Dungeons & Dragons Basic Dungeon Masters' Rulebook.*

ADVENTURE BACKGROUND

Many years ago, a wizard named Gygar, a man of great and mysterious powers, ruled this part of the Realms of Man from his mighty castle Mistamere, located at the foot of the mountains to the north. Gygar died after a long and peaceful rule, but no successor was named. Over the years, the unclaimed castle fell into ruins.

Centuries later, the outline of the broken towers can still be seen from the town of Threshold, ever beckoning to seekers of danger, fame, and fortune. Rumors hold that monsters lurk within the ruins, guarding rich treasures.

The local town council has called for adventurers to brave the keep, offering a reward of 1,000 gold pieces for Bargle's capture. Recently blamed for the death of Aleena, a well-known cleric, Bargle is wanted by the council, dead or alive.

Preferably dead.

ADVENTURE SYNOPSIS

The PCs arrive at castle Mistamere, the supposed hideout of Bargle. After dealing with the carrion crawler that lives outside and the kobolds that control the yard, the characters must brave the keep and the two dungeon levels beneath it. Inside they face a tribe of kobolds, hungry scavengers, and deadly hazards before they reach Bargle's inner sanctum. Once there, they must combat cunning doppelgangers, charmed ogres, deadly traps, and the magic-user himself if they hope to bring an end to Bargle's deadly reign.

ADVENTURE HOOKS

The adventure begins with the party in the town of Threshold, staying at the Gold Dragon Inn. A signpost in the inn bears a wanted poster for Bargle's capture.

The town itself is full of wild rumors concerning Bargle and the castle, which lies only 3 miles away. While most of it is wild speculation and hearsay, a DC 15 Gather Information check reveals that Bargle was last seen near the castle, shortly after Aleena's death. If inquiring about the keep, a similar check reveals that it is said to be the lair of all sorts of

monsters, particularly a tribe of kobolds that lives in the uppermost dungeons.

THE SURFACE RUINS

The journey to Castle Mistamere is a short one, with the trail to the ruins leading through pleasant farm fields. The only encounter along the way is with a farmer, who sits atop his wagon watching his workers till the fields. He is a friendly man who gladly volunteers that he has seen monsters go in and out of the keep over the past few months. Although he does not know their name, he describes them as small lizard creatures who walk about like men. The farmer has never seen Bargle, and is glad for it.

When the PCs reach the castle, read or paraphrase the following.

The walls of Castle Mistamere are jagged and full of small holes where stone blocks have tumbled to the earth, now scattered around the ruins. A gateway in the center of the front wall stands empty, and the massive outer doors lie rotting nearby on the ground, although an inner gateway still stands. This gateway seems to be the easiest entrance through the wall, although a gaping hole off to left of the gate could provide another. Peeking over the outer wall in places are the ruins of the castle itself, backed against the sheer cliff of the mountain beyond.

Inside the keep, all of the floors, ceilings, and walls are made of stone. Unless otherwise noted, the chambers are unlit and have 10-foot-high ceilings. There were once floors above the first, but they have long since crumbled into ruin.

1. RUINED DOORS (EL 4)

These rotting doors were once the outer gates to castle Mistamere.

Creature: Lurking in a shallow den underneath the doors is a carrion crawler. Anyone approaching within 20 feet of the doors receives a DC 10 Spot check to notice it. The carrion crawler then climbs out to attack, surprising anyone who fails their Spot check. It attacks until slain.

Carrion Crawler: hp 19; *Monster Manual* 30.

Treasure: Anyone investigating the lair underneath the doors discovers the skeleton of a kobold covered in treasure. All told there are 1,002 sp, 980 cp, and two small garnets worth 100 gp each. Clutched in the kobold's skeletal hand is a small leather bag containing an additional 15 cp and a plain brass key (this opens the chest in area **19**).

2. KOBOLD COURTYARD (EL 3)

There are three ways to enter the courtyard from outside the wall. The first is through the main gate, although the kobolds in the courtyard attempt to close the gates before the PCs can enter. The second is via a hole off to the right of the doors, but this route is treated as

difficult terrain. Finally, the walls of the courtyard are quite ruined and relatively easy to scale. They are fifty feet tall and can be climbed with a DC 15 Climb check. Numerous small holes in the wall allow any character peering through them a DC 15 Spot check to notice the kobolds hiding in the courtyard.

Wooden Gateway: Hardness 5; hp 35; Break DC 23.

Creatures: Ten kobolds are stationed in the courtyard, tasked by their chieftain to keep watch for trouble. When the PCs approach, the kobolds close the doors leading into the courtyard and drop a heavy wooden bar. This task done, the kobolds spread out and train their slings on the southwest opening in the wall, waiting for the characters to climb through.

Kobolds (10): hp 4 each; *Monster Manual* 161.

Tactics: The courtyard is littered with rubble, giving the kobolds cover from the opening in the wall. They fire sling stones at the PCs the moment they enter the courtyard and continue to do so until engaged in melee. Any remaining kobolds attempt to flee inside the keep if six of their number are slain.

Treasure: Aside from their poorly maintained gear, each kobold carries a small leather pouch containing 3d6 cp. In addition, the kobolds have a small iron box, hidden near the ruins of the east tower. The box can be found with a DC 25 Search check or revealed by a kobold prisoner. The box contains 100 gp and a black onyx gemstone worth 50 gp.

3. ENTRANCE

The unlocked doors leading into the keep are made from rotting wood.

This entrance hall is well-traveled and littered with debris from outside. A DC 15 Survival skill check reveals that most of the tracks in this room lead to the north door, and from there on to areas **11, 12,** and **13** before leading down to the first level of the dungeon.

4. WEST HALL (EL 2)

This musty chamber contains a trio of ancient wooden chairs and a pair of small tables. A cold fireplace sits in the center of the north wall near a ragged hole in the ceiling.

Creature: This chamber is the lair of a dire bat that lives in the ruins of the floor above. If the fireplace is disturbed in any way, the bat shrieks and clambers down throguh the hole in the ceiling to attack. Once dropped to below half its hit points, the bat flies off to area **5** to roost atop the chest in that room. If confronted there, it fights to the death.

Dire Bat: hp 30; *Monster Manual* 62.

Treasure: A DC 15 Search check of the room uncovers three old silver teaspoons worth 1 gp each. It also uncovers a small bag of dried peas that, while worthless, are useful to anyone who falls prey to the eternal slumber trap in area **12.**

5. STORAGE

This room is filled with boxes and crates of many shapes and sizes.

The boxes are covered with a thick layer of dust. If any of the boxes are disturbed, a deep voice comes from a chest in the corner, asking, "Who's there?" Regardless of the response, the voice then calls out, "Is Bargle with you?" Again, no matter the response, the voice calls out one last time, saying, "Oh, well then, never mind." The voice does not speak again. The chest radiates faint illusion magic. All of the boxes and crates in this room are empty.

6. CLOSET

This dusty closet is ment to serve area **12**, but also opens into area **5**. It is empty save for a round hatbox lying on the floor in the northwest corner. The hatbox is tied with a simple string that is coated in sassone leaf residue, a dangerous contact poison (contact, Fortitude DC 16, 2d6 hp/1d6 Con). Cutting the string and allowing it to fall away untouched can open the hatbox safely.

Treasure: The hatbox contains a musty red woman's hat. While this is of no value, a platinum hatpin worth 100 gp is hidden underneath.

7. EAST HALL

Four rickety wooden chairs sit in this room, around a small table. In the center of the north wall is a fireplace.

The chimney in this room is choked with rotting timbers from the ruined second floor. Anyone searching the chimney must make a DC 10 Dexterity check to avoid disturbing the rubble. Failure causes the timbers to fall, dealing 1d6 points of damage to the searching character. A DC 15 Reflex save negates this damage.

Treasure: A DC 5 Search check of the chamber uncovers an old feather-stuffed pillow. A DC 10 Search check of the chimney uncovers a loose brick, behind which hides an ornate silver dagger worth 75 gp.

8. STORAGE (EL 1/2 OR 3)

This room is identical to area **5** with one exception; a large crate at the bottom of the pile holds an angry zombie.

Creature: The zombie remains perfectly still until its crate is opened, at which point it rises to attack. Any fight in this room draws the zombies from area **9** in 1 round. The zombie fights to the death.

Human Zombie: hp 16; *Monster Manual* 266.

9. CLOSET (EL 3)

This small closet is crowded with dust and rubble.

Creatures: Four zombies wait for visitors in this chamber, attacking anyone who enters. They move to investigate any disturbance in areas **8** or **10** and fight to the death.

Human Zombies (4): hp 16 each; *Monster Manual* 266.

Treasure: A DC 20 Search check of the trash-strewn chamber uncovers a bracelet worth 500 gp.

10. BEDROOM

This chamber may have once been a fine bedroom, but its furnishings are now tattered and moldy.

The bed in this chamber radiates faint transmutation magic. Any sleeping creature placed on the bed is roused from any magical sleep effect (including the *sleep* effect from the bed in area **12**). In addition, anyone placed on the bed gains a +10 bonus on their next saving throw to resist the effects of yellow mold.

If a character on the bed is tickled with a feather, he begins convulsing and sneezing for one round, kicking up a tremendous cloud of dust. Anyone in the room during this dust cloud must make a DC 15 Fortitude save or spend 1d6 round choking and coughing, unable to take any other action.

11. HALLWAY

This chamber contains a large amount of trash, but nothing else. A DC 15 Survival check made by a character with the Track feat reveals a trail that leads from the door to area **3** to area **12**.

12. BEDROOM

This chamber is identical in appearance to area **10**. The bed here radiates moderate enchantment magic. Anyone who touches it must make a DC 15 Will save or be compelled to lie down upon it. Those who do so must make another DC 15 Will save each round or fall asleep for 1d4 years.

Those who fall asleep cannot be roused normally but do not suffer from starvation or thirst while on the bed. They can be woken up in one of three ways. A *dispel magic* cast on the victim (CL 5th) rouses them. Placing a pea under the mattress does so as well, but causes the character to become fatigued. Finally, placing the character on the bed in area **10** causes them to wake in one round.

A DC 15 Survival skill check in this chamber reveals a trail that leads from the door to area **11** to area **13**.

13. STAIRS (EL 1)

This small chamber leads to a set of stairs that descend to the dungeon below, leading to area **22**. A small fireplace in the northwest corner of the room is empty and unlit. A DC 15 Survival skill check in this chamber reveals a trail that leads from the door to area **12** to the stairs.

Creatures: Four kobolds lurk on the stairs leading down. They spring forth to attack anyone approaching their position. Each kobold has 5 cp tucked away in its belt.

Kobolds (4): hp 4 each; *Monster Manual* 161.

14. TRAP ROOM

In the center of the room, a large log rests with one end on the floor and the other held in the air, suspended directly above a simple wooden chest by a rope that runs through hooks in the ceiling and wall before disappearing into the floor.

If the rope is cut, the log falls, smashing the chest and scattering it contents. A DC 5 Search check identifies a trap in this room, but a DC 15 Search check reveals there is no mechanism to drop the log. Should the log somehow fall onto a character anyway, it deals 3d6 points of damage, with a DC 10 Reflex save halving the damage.

Treasure: The chest is not locked and contains 50 gp, 500 sp, and one citrine worth 10 gp.

15. STATUE ROOM (EL 2)

A small statue of a kobold stands in the center of this room, holding out a crude stone sword.

Trap: The statue in the center of this room is trapped and if touched, it suddenly spins around, its heavy stone sword attacking everyone adjacent to it.

Spinning Kobold Trap: CR 2; mechanical; touch trigger; automatic reset; Atk +10 melee (1d6+3); multiple targets (everyone adjacent to the statue); Search DC 17, Disable Device DC 20.

16. STAIRS

This rubble-strewn staircase leads down to area **39**.

17. KOBOLDS (EL 1)

This chamber contains rubble and trash, but little else of interest.

Creatures: Five kobolds live in this room, having been chased here by the zombies. Their job is to scare off intruders, and if they see anyone, they attack with a howl.

Kobolds (5): hp 4 each; *Monster Manual* 161.

18. STATUE ROOM

This chamber is identical to that area **15** except the kobold statue is not trapped.

19. DINING HALL (EL 6)

A long wooden table occupies the center of this room, surrounded by a dozen plain wooden chairs. Human skeletons, wearing the rags of fine dinner attire, occupy four of the chairs. On the table in front of each chair sits a golden dinner plate, accompanied by a dusty glass goblet and dull silverware. A large stone fireplace looms in the north wall.

This chamber contains both a deadly hazard and dangerous guardians, and the kobolds avoid it at all costs.

Each of the gold dinner plates are actually tin coated with a layer of yellow mold (*Dungeon Master's Guide* 76). Due to the mold's small size, however, the cloud of spores produced by these plates only affects the character disturbing them. The effects of the spores can be avoided with only a DC 12 Fortitude save (instead of the normal DC of 15). A DC 15 Knowledge (dungeoneering) check identifies the mold for what it is.

Creatures: Hiding in the fireplace on the north side of the room are a pair of harpies. When the PCs enter the room, they fly out from hiding to attack. At first, they both try to use their captivating song to hamper the PCs while moving to attack any that resist. The harpies know about the danger of the yellow mold, and avoid disturbing the table.

Harpies (2): hp 31 each; *Monster Manual* 150.

Treasure: Hidden in the back of the fireplace is a large chest. The chest is securely locked, but can be opened with a DC 25 Open Lock check or the key from area **1**. Inside are a number of moldy dinner outfits, 2,000 sp, two pairs of turquoise earrings worth 500 gp each, and two *potions of cure moderate wounds*. In addition to the valuables in

the chest, the silverware on the table is worth 5 gp per set, for a total of 60 gp. The crystal goblets are worth only 1 gp for all twelve. The tin dinner plates are worthless.

20. CLOSET (EL 1)

This small closet contains little more than rags and trash.

Creatures: Four dire rats lurk in this room, sifting through the garbage. They attack any who disturb their meal.

Dire Rats (4): hp 5 each, *Monster Manual* 64.

21. CLOSET

This closet contains only trash.

UPPER DUNGEON

Built ages ago by Gygar, the first level of the dungeon beneath Castle Mistamere has fallen into disrepair. Unless otherwise noted, all of the walls, ceilings, and floors of this level are made from stone masonry. The doors are made of wood. While most of them are stuck (requiring a DC 16 Strength check to open), they are not locked. Most of the chambers are dark, as their inhabitants do not need light to see.

22. GYGAR STATUE

Standing along one wall of this chamber is an ancient stone statue covered in dust and cobwebs. Although its features are crumbling, it clearly depicts a powerful-looking human wizard, his arms held forward as if to cradle an unseen gift.

This chamber contains a set of stairs leading up to area **13** above. If the kobolds in that chamber have not been dealt with, they charge down the stairs to attack anyone in this room. Both of the doors leading out of this chamber are stuck but not locked.

Treasure: The statue of Gygar hides a valuable treasure. At its base is a small inscription that reads, "The orb is the key." Its arms and hands are perfectly weighted, so that if the stone sphere from area **37** is placed in its grasp, the arms lower, as does a section of its chest, revealing a hollow cavity. Inside this hole is an ancient +1 *longsword* wrapped in oilcloth and a *scroll of invisibility*. If the PCs do not have the stone, the statue can be bashed open (Hardness 8, hp 55).

23. CRYPT (EL 3)

Four stone pillars support the vaulted ceiling of this chamber. Thick sheets of cobwebs and dust hang between them to obscure the far side of the room. A faint crunching noise can be heard, echoing in the gloom.

Creatures: A pair of ghouls lair in this ancient crypt, eating an unlucky

kobold. The ghouls attack any who disturb their meal.

Ghouls (2): hp 13 each; *Monster Manual* 118.

Treasure: A DC 15 Search check uncovers a small silk bag containing 30 gp and a silver pin worth 50 gp.

24. GUARD ROOM (EL 4)

A large table is turned on its side near the center of this squat chamber, with small piles of rubbish and debris scattered around it.

This chamber is one of a number of guard chambers manned by the kobolds to protect their lair and chieftain.

Creatures: Along with the four kobolds in this room, there are also two kobold bodyguards. If the PCs enter this chamber from the west, the kobolds hide behind the table and use it for cover while attacking with slings before engaging in melee. If the PCs enter from another direction, they can easily surprise the kobolds (who only watch the west).

Kobolds (4): hp 4 each; *Monster Manual* 161.

Elite Kobold Bodyguards (2) CR 2
Kobold warrior 4
LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Listen +3, Spot +4
Languages Draconic
AC 17, touch 13, flat-footed 15
hp 22 (4 HD)
Fort +5, **Ref** +3, **Will** +2
Weaknesses light sensitivity
Spd 30 ft.
Melee longsword +7 (1d6+1/19–20)
Ranged sling +7 (1d3)
Base Atk +4; **Grp** +1
Combat Gear alchemist's fire
Abilities Str 12, Dex 15, Con 12, Int 10, Wis 12, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Craft (trapmaking) +2, Hide +5, Listen +3, Move Silently +3, Profession (miner) +3, Search +2, Spot +4
Possessions combat gear, studded leather armor, buckler, longsword, sling with 10 stones

25. WELL

This chamber contains a stone well in one corner. The well extends for 20 feet before ending in a pool of clear water. A rope dangles into the well, tied to an iron spike driven into the wall and connected to a wooden bucket. The water in the well is safe to drink.

26. KOBOLD BARRACKS (EL 2)

Three crude bunk beds are stacked into the corners of this room, while heaps of garbage, mainly old bones and ruined clothing, cover the floor.

Creatures: This room is one of the barracks for the kobold tribe. Since the kobolds sleep in shifts, this room is always occupied. When the PCs enter, two of the kobolds in the room are playing dice in the middle, while the other four are

sound asleep. With a shriek, the gaming kobolds draw their weapons and attack, waking the other four.

Kobolds (6): hp 4 each; *Monster Manual* 161.

Treasure: One of the kobolds found a *bag of devouring* during his exploration and, mistaking it for a magical bag, has put all of his loot inside. Currently all that remains is 3 gp and a small amber gemstone worth 100 gp. The bag can be found with a DC 10 Search check.

27. AUDIENCE CHAMBER (EL 6)

Five doors enter this large chamber from various directions. In the center of one wall is a dais, atop which is a stone chair bedecked with tiny jewels.

This is the audience chamber of the kobold chieftain. He rarely leaves this room, out of fear that Bargle might come to issue him orders and mistake one of his minions for the chieftain, thus dethroning him.

Creatures: Sitting in this chair is a fierce kobold wearing a necklace of silver bones. The kobold chieftain is probably aware of the PCs by the time they reach this chamber, and thus unsurprised. As such, he has a pair of kobold bodyguards and four other kobolds here to protect him. The kobolds attack the moment the PCs enter the room.

KOBOLD CHIEFTAIN **CR 4**

Kobold warrior 4/rogue 3
LE Small humanoid (reptilian)
Init +8; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages Common, Draconic

AC 20, touch 15, flat-footed 16; Dodge
hp 35 (7 HD)
Fort +6, **Ref** +8, **Will** +2; evasion
Weaknesses light sensitivity

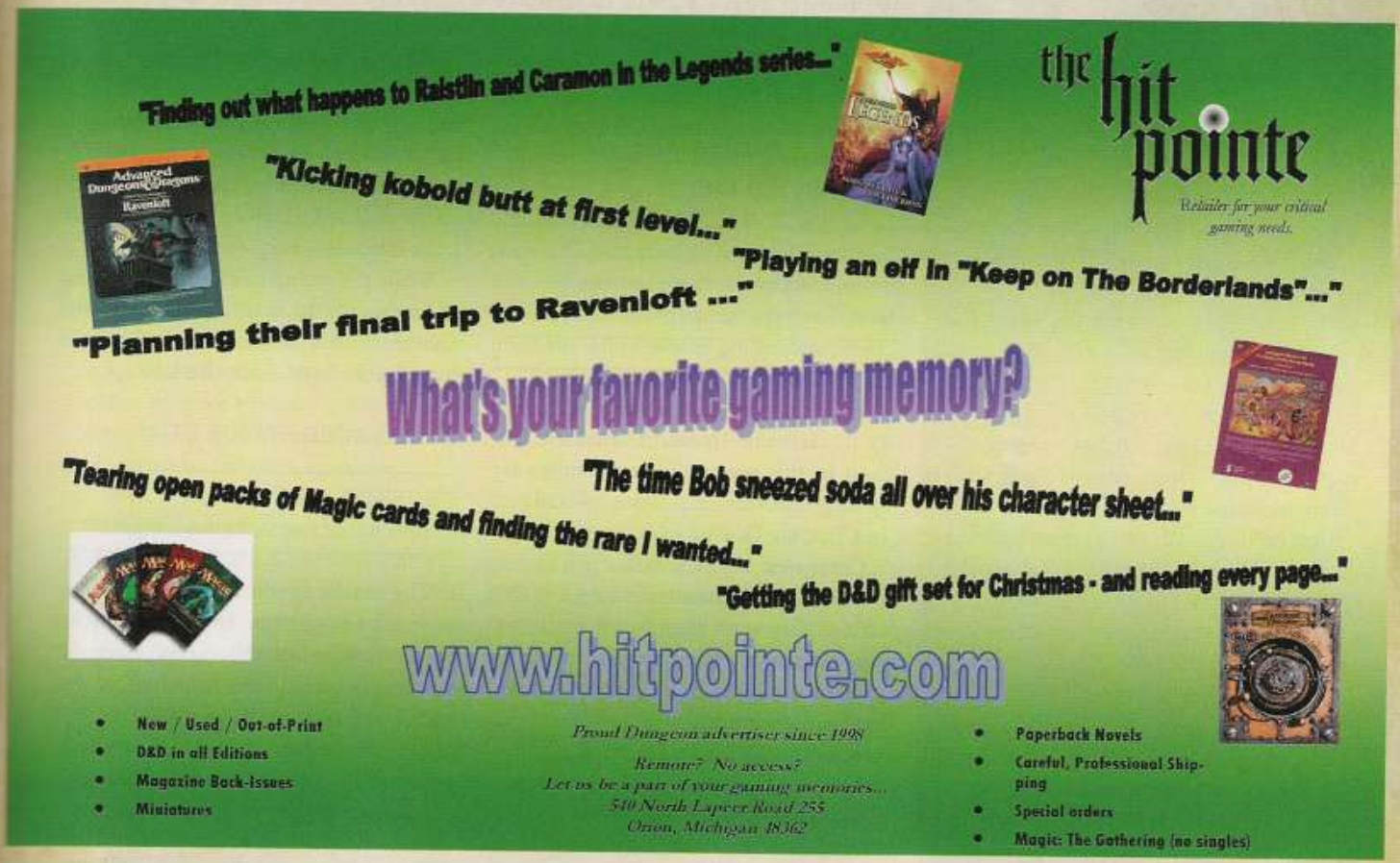
Spd 30 ft.
Melee mwk shortsword +12/+7 (1d4–1/19–20)
Ranged sling +11/+6 (1d3)
Base Atk +6; **Grp** +1
Atk Options sneak attack +2d6
Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 9, Dex 18, Con 12, Int 12, Wis 10, Cha 8
SQ trap finding, trap sense +1
Feats Dodge, Improved Initiative, Weapon Finesse
Skills Balance +6, Craft (trapmaking) +3, Disable Device +7, Escape Artist +10, Hide +14, Jump +1, Listen +6, Move Silently +10, Open Lock +10, Profession (miner) +2, Search +9, Spot +6, Tumble +10, Use Rope +4 (+6 bindings)
Possessions combat gear, *+1 studded leather armor*, masterwork shortsword, sling with 10 stones, necklace of silver bones worth 150 gp, gold key worth 10 gp

Kobolds (4): hp 4 each; *Monster Manual* 161.

Elite Kobold Bodyguards (2): hp 22 each; see page 22.

Treasure: Aside from the gear carried by the kobolds, the throne is covered in what appear to be tiny jewels. While most of these are worthless bits of glass, two are actually topazes worth 500 gp each.


"Finding out what happens to Raistlin and Caramon in the Legends series..."
"Kicking kobold butt at first level..."
"Playing an elf in "Keep on The Borderlands"..."
"Planning their final trip to Ravenloft ..."
the hit pointe
Retailer for your critical gaming needs.
What's your favorite gaming memory?
"Tearing open packs of Magic cards and finding the rare I wanted..."
"The time Bob sneezed soda all over his character sheet..."
"Getting the D&D gift set for Christmas - and reading every page..."
www.hitpointe.com
New / Used / Out-of-Print
D&D in all Editions
Magazine Back-Issues
Miniatures
Proud Dungeon advertiser since 1998
Remote? No access?
Let us be a part of your gaming memories...
540 North Lapeer Road 255
Orion, Michigan 48362
Paperback Novels
Careful, Professional Shipping
Special orders
Magic: The Gathering (no singles)

28. CLOSET

The door to this chamber is not locked, but the edges are stuffed with bits of cloth. A DC 10 Listen check at the door reveals a faint singing noise coming from the other side. Once the padding is removed, the singing is automatically heard. This chamber contains a magic urn that the kobold chieftain found too irritating to keep.

Treasure: Inside this small room is a silver urn that continuously sings an old elven lullaby. The urn is worth 200 gp, but anyone carrying it takes a –10 penalty on Move Silently checks. The urn has the ability to put the statue in area **43** to sleep. A *dispel magic* causes the urn to cease its singing for 1d4 rounds.

29. CHIEFTAIN'S BEDROOM (EL 2)

The door to this room is locked, requiring a DC 30 Open Lock check to open. The gold key possessed by the kobold chieftain in area **28** opens this door.

This small chamber contains a simple bed and a stout wooden chest. A reptilian scent hangs thick in the air.

This is the bedchamber of the kobold chieftain. Although he rarely uses it for sleep, he does keep some valuable treasure in his chest, protected by a trap. A DC 20 Search check of the room uncovers a copper key hidden under the bed. This key opens the chest without setting off the trap.

Trap: Anyone attempting to open the chest is attacked by a poisoned needle that springs out of the lid.

Poisoned Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +15 melee (1 plus poison, needle); poison (greenblood oil, DC 13 Fortitude save resists (poison only), 1 Con/1d2 Con); Search DC 22, Disable Device DC 17.

Treasure: Inside the chest is 800 sp, 150 gp, a small emerald-studded silver bracelet worth 500 gp, and a *wand of detect magic* (42 charges). There is also a note from Bargle, ordering the kobold chieftain to be on the lookout for adventurers and to make sure not to allow them to proceed to the lower dungeon level.

30. GUARD ROOM (EL 4)

This chamber is identical to area **24**, except that one of the kobold bodyguards carries a *potion of gaseous form*. The kobold does not know the function of the potion, and dares not drink it.

31. KITCHEN (EL 1/2)

A large fireplace stands in the north wall of this room, with a spit over the open flames. The carcass on the spit looks suspiciously like that of a dog.

This is the kitchen for the tribe of kobolds. There are few provisions here, with the tribe instead relying on what food their scouts on the surface can find. The rusted pots and pans in this chamber are of little value.

Creatures: A pair of kobolds tends the fire in this chamber, preparing meals for the rest of the tribe. While one wields a long cooking knife instead of a spear (dealing 1d4–1 points of damage), the other grabs the hot spit off the fire and attacks with it (dealing 1d4–1 points of damage plus 1d4 points of fire damage). They charge any intruders.

Kobolds (2): hp 4 each; *Monster Manual* 161.

32. MESS HALL (EL 3)

Two long tables dominate this chamber, around which sit a dozen broken and battered chairs. Scraps of old meat, broken bones, and rotting leftovers litter the floor.

This chamber is the mess hall, used by the kobolds to eat their meals. The floor in this room is covered in greasy, rotting leftovers, increasing all Balance and Tumble DCs by +2.

Creatures: Eight kobolds are having a meal in this chamber when the PCs arrive. They start the combat by throwing their food platters at the intruders (ranged –1, 1d4–1 nonlethal), before drawing spears to attack.

Kobolds (8): hp 4 each; *Monster Manual* 161.

Treasure: One of the tarnished sets of silverware in this room is actually made of pure silver and is worth 20 gp if discovered with a DC 15 Search check.

33. KOBOLD BARRACKS (EL 4)

This chamber is identical to area **26**, except that there are only two bunk beds here instead of three. Directly south of this chamber is a set of stairs that descends to the second level of the dungeon, ending in area **57**.

Creatures: Two ordinary kobolds are resting in this room, along with a pair of kobold bodyguards, who are busy playing a game involving a rat, an apple core, and a pair of sticks.

Kobolds (2): hp 4 each; *Monster Manual* 161.

Elite Kobold Bodyguards (2): hp 22 each; see area **24**.

Treasure: The wager between the kobolds amounts to 27 gp and a piece of blue quartz worth 10 gp.

34. WARNING

This small chamber is full of bones and other refuse. A message is written on the south wall.

This room is used as a garbage pit for the kobolds. Any character who spends more than 1 round in this room must make a DC 10 Fortitude save or be sickened for 1d4 minutes. The writing on the south wall is in Draconic. It reads, "Oil bugs this way—keep out!"

While the southern door is not locked, it leads only to a small chamber and another door. That door is locked, requiring a DC 30 Open Lock check to open.

35. PILLAGED STATUE (EL 4)

This ruined chamber has a cracked and broken statue that looks like a wizard.

The statue in the southwest corner is similar to the one in area **22**, but its contents were looted long ago when the statue crumbled. The top half of the statue lies in ruin around its base. The stone orb used to open it is nowhere to be found.

Creatures: A pair of oil beetles reside in this room, and move to attack any

who enter. These 3-foot-long red-and-black beetles bear strange tubelike stalks on their backs and large, snapping mandibles.

Oil Beetle **CR 2**

N Small vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +0

AC 17, touch 13, flat-footed 15

hp 16 (3 HD)

Fort +4, **Ref** +3, **Will** +1

Spd 40 ft., burrow 10 ft.

Melee bite +4 (2d6+1)

Ranged oil spray +5 touch (blisters)

Base Atk +2; **Grp** –1

Special Actions oil spray

Abilities Str 12, Dex 15, Con 12, Int —, Wis 10, Cha 9

SQ vermin traits

Skills Jump +5

Oil Spray (Ex) As a standard action, an oil beetle can spray a jet of caustic fluid through a special nozzle on its back. This requires a ranged touch attack. Anyone hit by the fluid must make a DC 14 Fortitude save or become sickened with painful blisters. The victim receives a new Fortitude save each day to overcome the infection, which can be treated using the Heal skill. The blisters can also be cured with a *remove disease* or similar effect. The save DC is Constitution-based and includes a +2 racial bonus.

36. TRAP ROOM (EL 2)

Three doors lead out of this chamber to the north, east, and west. In front of the western door are the smeared remains of some gigantic bug, its pulverized carcass surrounded by a slippery stain of oil.

Trap: Directly in front of the western door is a pressure plate that causes a stone piston to descend from the ceiling and crush anything underneath it. The trap is triggered by anyone attempting to open the door (which itself swings inward toward are **37**).

Stone Piston Trap: CR 2; mechanical; location trigger; automatic reset; Atk +10 melee (4d6, stone piston); Search DC 20, Disable Device DC 20.

37. BEETLE LAIR (EL 6)

Mounds of earth and stone are piled about this room, partially obscuring a stone chest in one corner.

Creatures: This is the primarily lair of the oil beetles. Four of the dangerous vermin are in this chamber at all times, keeping watch over a cluster of eggs in the corner. They attack any who enter this room. Due to the upturned earth and stone, all of the squares in this room are considered difficult terrain.

Oil Beetles (4): hp 16 each, see page 25.

Treasure: The stone chest in the corner must be unburied before it can be opened. This requires a total of 5 minutes worth of work without tools (half that time with them). Inside the chest is 500 gp, a stone orb (used to open the statue in area **22**), and a pair of *boots of elvenkind*.

38. GALLERY

A faded tapestry hangs on the south wall of this ruined chamber, depicting Castle Mistamere as it once was, a beacon of strength and order.

Treasure: Once cleaned, the tapestry is worth 200 gp and weighs 50 pounds.

39. BEETLE CHAMBER (EL 4)

The set of stairs leading up to the ruins above is this room's only noteable feature.

The stairs in this room lead up to area **16** in the ruins above.

Creatures: A pair of oil beetles attacks any who enter this room.

Oil Beetles (2): hp 16 each, see page 25.

40. PIT TRAP (EL 3)

Trap: This entire room is one gigantic pit trap, placed here by the kobolds to keep the vermin to the north out of their area. Any creature walking through the center of the chamber sets off the trap.

Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (all targets in the room);

MINIATURE MARKET
LOWEST PRICES ON THE NET
D&D Miniatures at...
25%-35% off!
Free Shipping on all orders over $75!
We carry the largest variety of D&D miniatures on the web!
Booster packs and cases from every set including:
Harbinger, Archfiends, Giants of Legend and more!
We also buy & sell single figures!
Need Cash?
Want to trade?
Visit our site & check out our complete buy/trade list today!
Free Shipping on orders over $75!
All orders ship out with in 24 hours (all inventory in stock, ready to ship)
MINIATURE MARKET
LOWEST PRICES ON THE NET
www.miniaturemarket.com

pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 20, Disable Device DC 20.

Treasure: A kobold skeleton lies at the bottom of the pit with a Small *+1 wooden shield* still strapped to its arm.

41. STAIRS

A single set of stairs descends from this chamber to the second level of the dungeon, ending just north of area **55**. Scrawled on the wall in Draconic is the crude kobold phrase, "Use the other stairs! Bargle's orders." Although there is nothing dangerous about these stairs, Bargle prefers that the kobolds come to meet him by using the stairs near area **47**.

42. GELATINOUS CUBE (EL 3)

Off to one corner of this room a number of glittering gold coins can be seen, apparently floating in the air.

Creatures: A gelatinous cube lairs in this room. The coins are actually suspended inside of it, and anyone who attempts to grab them without noticing the cube with a DC 20 Spot check is engulfed.

Gelatinous Cube: hp 54, *Monster Manual* 201.

Treasure: Once the cube is slain, the few coins inside it can be retrieved. There are a total of 18 gp and 12 sp inside it.

43. HIDDEN TREASURY (EL 2)

The door leading into this chamber is hidden and can only be found with a DC 20 Search check.

With a low grinding noise, the ancient stone door slides open, revealing a passageway choked with dust and cobwebs, clearly unused for quite some time. Just inside the door, a number of musical notes are carved into the wall.

The chamber at the end of the hallway contains one of Gygar's hidden treasuries, left untouched all these years. His riches were not left unprotected, though.

Trap: A statue of Gygar standing in the chamber is actually a magical trap that can be deactivated by playing the tune inscribed on the wall. Playing this tune requires a DC 20 Perform check. Alternatively, the singing urn from area **28** sings the same tune and makes the check automatically. If the correct tune is played, the statue is deactivated for 1d6 minutes. If an incorrect tune is played, or no music is played at all, the statue attacks the closest intruder with fiery rays one round after they enter the room. The statue continues to fire one ray each round until the correct melody is played or the intruders finally leave the room.

Scorching Ray Trap: CR 3; magical; location trigger; automatic reset; Atk +3 ranged touch; spell effect (*scorching ray*, 3rd-level wizard, 4d6 fire); Search DC 27, Disable Device DC 27.

Treasure: Both of the iron chests in this room are locked and bolted to the floor. They can be opened with a DC 20 Open Lock check. One chest contains ancient leather bags full of coins, one with 1,000 cp, two with 100 sp, two with 100 gp, and one with 50 pp. The other chest contains a Small *+1 chain shirt*, 2 *potions of cure light wounds*, a scroll of *fireball*, and a scroll of *protection from evil*.

44. SPIDER DEN (EL 4)

Thick webs are strung between the floor and ceiling of this small chamber, obscuring the corners of the room.

The webs in this chamber hamper movement. Anyone wishing to move through them must make a DC 16 Strength check or a DC 12 Escape Artist check. Success allows the character to move at half speed. The spiders can move freely through their webs.

Creatures: This room is home to a number of monstrous spiders. While they normally hunt the kobolds and beetles, they are always on the lookout for a fresh meal. They attack anyone who enters this chamber and are drawn to investigate any disturbances in the hallway.

Medium Monstrous Spiders (3): hp 11 each; *Monster Manual* 288.

45. HANGING FOOD

Thick strands of webbing hang from the ceiling of this chamber, some of which support small cocoons of silk. Tattered armor, rotting flesh, and yellowed bones can be seen protruding from some of these bundles.

This is where the spiders store their meals, allowing them to ripen until they are ready to be eaten. Fine silk strands go from this room to area **44**, alerting the spiders there to any intrusion here.

Treasure: A DC 20 Search of the corpses here reveals a pair of small belt pouches. One pouch contains 22 cp, while the other contains 4 cp and a tiny green quartz worth 10 gp.

46. DEAD EXPLORER

The skeleton of an elf lies sprawled across the floor in the far corner of this room.

Eighteen years ago, an elf explorer fell victim to one of this dungeon's numerous dangers, stumbling all the way to this chamber before he perished. Written in elven on the wall above the adventurer is the phrase, "Beware yellow mold."

Treasure: While most of his gear has rotted away, his masterwork longsword and spellbook still remain. The spellbook contains the spells *detect magic*, *magic missile*, and *sleep*.

47. ALCOVE

A crystal statue stands in this alcove, bearing a striking resemblance to Bargle. The statue glowers out at any who would pass beyond it to the stairs leading down.

The statue is heavy and of little value. The stairs descend to area **49**.

48. RAT DEN (EL 3)

One corner of this small, unused chamber is a nest of torn bits of cloth, old bones, and broken weapons.

Creatures: A host of dire rats nest in this chamber, scavenging from the kobolds for food. They rush out from their nest to attack if disturbed in any way.

Dire Rats (4): hp 5 each, *Monster Manual* 64.

Treasure: Hidden in the bottom of the dire rat nest is a finely crafted masterwork cold iron shortsword. The weapon can be found with a DC 15 Search check.

LOWER DUNGEON

Originally a small subbasement of Castle Mistamere, this level has been greatly expanded by Bargle. All of the creatures on this level are loyal to him, recruited specially to guard him and his work. Unless otherwise noted, all of the walls, ceilings, and floors of this level are made from stone masonry and all of the doors are made of strong wood. None of these doors are stuck, and few are locked. Most of the chambers are lit by sputtering torches or simple lanterns hung from the ceiling.

49. GUARD ROOM (EL 3)

This small chamber bears a stone bench along the far wall. A single door exits this chamber, while a passageway leads to stairs going up.

The stairs in this room rise up to the first level of the dungeon, ending in area **47**.

Creature: A single ogre guards this room and is under orders to slay anyone other than the kobolds or Bargle himself. If he detects intruders, the ogre bellows a warning to the ogres in area **51** and attacks.

Ogre: hp 29; *Monster Manual* 199.

50. OGRE BARRACKS (EL 3)

This chamber features a pair of gigantic beds, one of which is occupied by a large sleeping figure.

Creature: Unless the alarm has been raised, this chamber contains a sleeping ogre whose loud snores give him a –5 penalty on Listen checks. If warned, he is instead only pretending to be asleep and springs up to attack the moment any character draws within reach.

Ogre: hp 29; *Monster Manual* 199.

Treasure: The ogres keep their meager belongings in this chamber. Underneath one of the beds is a bearskin bag containing 400 gp and a fine silver candelabra worth 50 gp.

51. OGRE DEN (EL 6)

A gigantic table sits in the middle of this room, with huge tree stumps around it for chairs. The carcass of a large boar rests in the center of the table, flies buzzing merilly around it.

This room is the primary den for Bargle's ogres. Three of the brutes are here most of the time, eating, drinking, or gambling. The table in this room is nearly 5 feet high and Medium or smaller characters can duck underneath it to gain cover from the ogres.

Creatures: If warned of the PCs' approach, the ogres are waiting for them in this chamber with weapons drawn. If not, the three are enjoying their meal and must stand up and draw their weapons on the first round of combat.

Ogres (3): hp 29 each; *Monster Manual* 199.

Treasure: Aside from the 5 gp carried by each ogre, one of these ogres wears a silver amulet with a "B" inscribed on the front. The amulet is worth 25 gp, but more importantly anyone wearing it is not attacked by the statues in area **53** or area **59**.

52. STORAGE

Large crates, sacks, and barrels are stacked in this small room. A wooden door in the southeast corner stands ajar.

This chamber is used to store all of Bargle's stolen provisions, and contains a secret door requiring a DC 30 Search check to locate. Behind it is a small chamber hiding another secret door which also requires a DC 30 Search check to locate. Inside this hidden chamber is a small sack containing 50 gp as a ruse to get intruders to turn back before finding the second door.

53. TAPESTRY ROOM (EL 2)

A huge tapestry dominates the eastern wall of this room, all but obscuring a small passageway behind it. The tapestry depicts Bargle, looming like a giant over the ruins of Castle Mistamere with all the surrounding lands set ablaze.

The tapestry hangs just a foot above the floor, making it nearly impossible to bypass it without disturbing it. The tapestry radiates moderate illusion and transmutation magic.

Creature: Bargle set up this tapestry to stop would-be intruders. If the tapestry is touched without first saying "All Hail Bargle," a 6-foot-tall crystal statue in the likeness of Bargle steps forth from the tapestry and attacks while a *magic mouth*

spell placed on it cries out, "Who dares invade my fortress?"

Living Crystal Statues (2) CR 2
N Medium construct
Init –1; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0
AC 16, touch 9, flat-footed 16
hp 42 (4 HD)
Fort +1, **Ref** +0, **Will** +1
Spd 30 ft.
Melee 2 slams +7 (1d6+4)
Base Atk +3; **Grp** +7
Abilities Str 18, Dex 9, Con —, Int —, Wis 10, Cha 10
SQ carved appearance, construct traits
Skills Disguise +8
Carved Appearance (Ex) A crystal living statue is often carved to look like another creature. Although far from perfect, this gives the crystal living statue a +8 racial bonus on Disguise checks to impersonate (at least in appearance) the creature they are carved to resemble. This bonus does not apply if the statue is required to speak or is touched. Once set, a living crystal statue's appearance cannot be changed.

Treasure: The tapestry weighs 150 pounds and is worth 500 gp.

54. ALTAR

In the center of the north wall of this room is a black altar lit by red candles. Above the altar is a painting of Bargle, and numerous trinkets and offerings are spread around the base.

Bargle rarely has time to have an audience with all of his minions, instead allowing them to make offerings here for him to claim later. The door leading south out of this chamber is locked and requires a DC 25 Open Lock check to open.

Treasure: Bargle's minions leave few things of true value here on the altar. Currently there is 28 cp, 15 sp, and 4 gp spread around the altar, along with a dead rat, two halfling fingers, and a *potion of cure light wounds*.

55. GUARD ROOM (EL 3)

This room and its guardian are identical to area **49**, save that the ogre possesses a tiny gold key used to disarm the trap in area **56**.

56. BLADE TRAP (EL 4)

This small chamber contains a plain-looking column at it center.

Trap: This column hides large blades that spring out if anyone enters the room. Tiny keyholes on the wall of the north and south corridors both allow the trap to be disarmed, and can be found with a DC 20 Search check. The trap can be disarmed with a DC 25 Open Lock check or by using the key from the ogre's pouch in area **55**.

Spring Blade Trap: CR 4; mechanical; location trigger; manual reset; spring-ing blades (Atk +15 melee, 1d4 blades per target for 1d8+3 each); multiple targets (all targets in the room); Search DC 25, Disable Device DC 20.

57. RUINED STUDY (EL 5)

Dust and mold cover two chairs arranged in front of a large fireplace on the south

LOOKING FOR A LITTLE
MORE IMPACT
FROM YOUR POSTER?
RELEASE YOUR DRAGON
LOOKING FOR SOMETHING BESIDES DRAGONS?
We have created many more designs, and we handle custom requests!
Then our new, contour cut vinyl wall graphics are just the thing! Just peel and apply to your wall! Customize your dragon's size & color to create your very own!
AND THAT'S NOT ALL!
Car decals, t-shirts, and other exciting original items are available!
MYTH MASTERS
www.MYTH-MASTERS.com

wall of this room. A faintly flickering torch is the only light source here, mounted on the north wall.

This chamber was once one of Bargle's studies, but since a pair of shadows moved in, he no longer uses it. As a result, the room has fallen into disrepair. The staircase to the west leads up, ending south of area **33**.

Creatures: While the shadows are on friendly terms with Bargle, they attack any other creatures who enter this room, pursuing them as far north as areas **55** or **58** if they flee.

Shadows (2): hp 19 each; *Monster Manual* 221.

Treasure: On a table between the two chairs is an old book, forgotten here by Bargle. Titled *The Flow of Fear and Flame*, the tome covers all sorts of magical theories and gives a +2 circumstance bonus on Knowledge (arcana) checks if referenced. It is worth 400 gp.

58. PIT TRAP (EL 4)

A large stained rug covers the center of this otherwise empty chamber.

The door on the north side of this room is locked, requiring a DC 25 Open Lock check to open. The one-way door in the west wall of this chamber can be found with a DC 25 Search check, but cannot be opened from this side.

Trap: The center of this room contains a large pit trap, designed to open when more than 200 pounds of weight is applied to it. The rug is affixed to the trap door. Once sprung, the trapdoor closes one round later, trapping those in the pit inside. If open, the trapdoor can be kept from closing with a DC 15 Disable Device check.

Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (all targets above the pit); Search DC 25, Disable Device DC 20.

59. STATUE GALLERY (EL 6)

Six statues flank this long hallway, three to a side. Each one appears to be Bargle, his hands raised as if casting a spell.

Creatures: Four of the statues in this long hallway are crystal living statues. They move to attack only when a character reaches the middle pair of normal statues. A DC 15 Spot check notices their movement before they strike, avoiding surprise.

Living Crystal Statues (4): hp 42 each, see page 29.

60. CHAMBER OF DOORS (EL 5)

Four doors lead out of this rectangular chamber, two to the south and one each to the east and west. A booming voice calls out from the center of the room, "Fools, you have entered my inner sanctum. Guess correctly and you might live to face me."

This chamber contains one of Bargle's more dangerous traps. Three of the doors in this room are one-way, meaning they can be opened from inside the room, but not from the other side. Behind the southern doors are identical empty rooms, large enough to hold a single Medium creature. Nothing happens in these rooms until the doors leading into them are closed.

When the door to the east is closed, a secret door reveals itself and opens, leading to area **61**, the lair of the doppelgangers. The door leading into this room cannot be opened until the secret door is closed. The secret door can be detected with a DC 20 Search check.

When the door to the southeastern room is closed, anyone inside this chamber is instantly teleported to the center of area **58**, possibly causing them to fall into the pit.

When the door to the western room is closed, a secret door reveals itself and opens, leading to area **63**, the fake throne of Bargle. The door leading into this room cannot be opened until the secret door is closed. In addition, a trap door in the ceiling opens the moment the secret door is closed, dropping a human skeleton into the small room and making it look like the unfortunate explorer was slain. The secret door and the trap door can be found with a DC 25 Search check.

Creature: When the door to the southwestern room is closed, a trap door opens in the ceiling, dropping an ochre jelly into the room. Due to the tight space, the ochre jelly gets a +4 bonus on its grapple checks until the door is opened. The trap door can be found with a DC 20 Search check.

Ochre Jelly: hp 69; *Monster Manual* 202.

61. DOPPLEGANGERS LAIR (EL 5)

This small, well-appointed chamber holds two comfortable-looking beds, with small tables standing next to them.

Creatures: This room is the lair of a pair of doppelgangers. When the secret door from area **60** is opened, a small bell rings here, alerting them. They quickly go down the hall to investigate, both taking on Bargle's form. Both speak in intimidating and condescending tones as they battle intruders. If they manage to defeat any lone characters, they quickly assume their victim's form and go to meet up with the rest of the PCs, only to betray them when facing the real Bargle.

Dopplegangers (2): hp 22 each; *Monster Manual* 67.

Treasure: Underneath one of the beds is a small chest containing 200 gp and costume jewelry worth 100 gp (although it appears to be worth much more to anyone failing a DC 15 Appraise check).

62. FAKE BEDROOM

This small bedroom is richly decorated, with silk sheets atop a feather bed, a decorated oak chest, and a finely made table covered in books and maps.

This chamber is made to appear like Bargle's bedroom. Inside the chest, which is unlocked, are a number of robes sized for a human, an extra pair of leather boots, and a pair of potion vials. While both are labeled "extra healing," they in fact contain a deadly poison (arsenic, DC 13 Fortitude save resists, 1 Con/1d8 Con) which can be identified with a DC 20 Craft (alchemy) or (poison-making) check.

Atop the table are a number of rather amateur tomes concerning gardening, skirmish warfare, and politics (none of which interest Bargle much). The maps are simple sketches of the region.

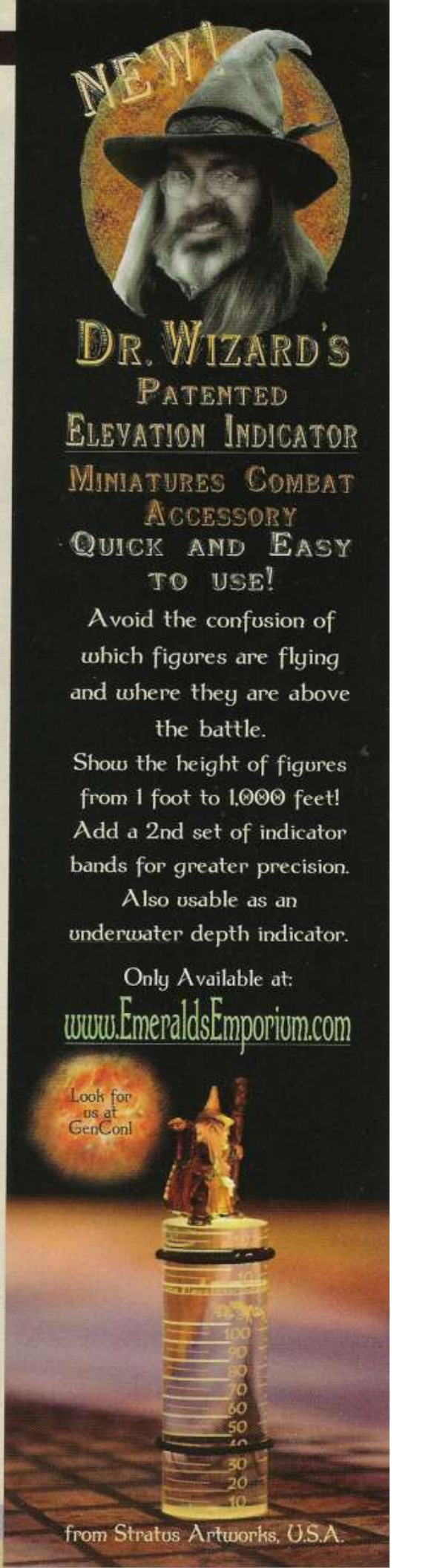
Treasure: The only real thing of value in this room is the silk bedding, which is worth 50 gp.

63. FAKE THRONE ROOM (EL 3)

Unlike the other chambers in this dungeon, this one is richly decorated with marble and gold. To the north end is a raised dais.

On the dais stands the imposing figure of Bargle, who glares at the party with contempt and asks, "Who dares disturb the mighty Bargle? You shall pay for your insolence."

There is a locked secret door in the


NEW!
DR. WIZARD'S
PATENTED
ELEVATION INDICATOR
MINIATURES COMBAT
ACCESSORY
QUICK AND EASY
TO USE!
Avoid the confusion of which figures are flying and where they are above the battle.
Show the height of figures from 1 foot to 1,000 feet!
Add a 2nd set of indicator bands for greater precision.
Also usable as an underwater depth indicator.
Only Available at:
www.EmeraldsEmporium.com
Look for us at GenCon!
from Stratus Artworks, U.S.A.

Bargle

south wall of this room which can only be found with a DC 25 Search check. A DC 25 Open Lock skill check opens it.

Creatures: This is another doppelganger, taking Bargle's guise. The doppelganger starts combat by pretending to cast a protective spell on himself (using Bluff) before moving in to attack with his dagger (Atk +6 melee, 1d4+1). If the doppelganger manages to defeat one of the PCs alone, he assumes the corpse's form and hides the body with the real Bargle in area **65**. If he is about to perish, the doppelganger drinks a *potion of invisibility* and flees the room, heading back out through area **60**.

Doppelganger: hp 22; *Monster Manual* 67.

Treasure: The fake Bargle's robes and gear are cheap copies, but his dagger is masterwork. He also carries a *potion of invisibility*, unless he already drank it.

64. FAKE TREASURY

Two iron chests sit on the floor of this small room, both of which are open, displaying dazzling wealth inside.

Treasure: Each chest contains 5,000 cp painted to look like gold coins. Anyone handling the coins can attempt a DC 15 Appraise check to notice the forgery. Close inspection of the loot reveals the fraud with a DC 20 Search check as well. Atop the piles of coins are a pair of crystal wands worth 10 gp each, a dozen glass vials containing colored water, and a gold-painted helm. Despite their appearance, none of these items are magical.

65. BARGLE'S THRONE (EL 7)

The heavy stone door swings open to reveal a chamber more opulent than the last. On the far side of the room across a placid pool sits a marble throne bedecked with glittering jewels atop a raised stone dais.

This is the real throne room of Bargle. The pool in the center of the room is ten feet deep and quite cold. Bargle's throne is carefully weighted on tracks that allow it to slide away with the touch of one gemstone on the throne's left arm (a move action). This reveals a long, dark, winding passageway that ends in the mountains behind castle Mistamere. Just inside this tunnel is a pressure plate that causes the throne to slide back into place immediately.

Creature: Sitting on the throne is Bargle the Infamous, his hand gently stroking his long black beard. By now, he has probably been warned multiple times of the PCs' approach, and a small bell rings whenever the secret door leading into area **63** is opened, alerting him to the presence of intruders and allowing him to prepare and cast all of the spells noted. When the PCs arrive, he says, "I see you have finally pierced through all my ruses. I should have known fools such as you are not so easily tricked. The reward for your cleverness is death."

BARGLE **CR 7**

Male human wizard 7
CE Medium humanoid (human)
Init +2; **Senses** Listen –1, Spot –1
Languages Common, Draconic, Goblin

AC 19, touch 13, flat-footed 17
hp 19 (7 HD)
Fort +2, **Ref** +4, **Will** +4

Spd 30 ft.
Melee +1 *dagger* +3 (1d4/19–20)
Base Atk +3; **Grp** +2
Combat Gear *potion of cure moderate wounds*, *potion of gaseous form*, scroll of *summon monster V*
Spells Prepared (CL 7th)
4th—*wall of fire*
3rd—*dispel magic*, *fireball* (DC 16), *hold person* (DC 17)
2nd—*invisibility*, *levitate**, *mirror image**, *see invisibility**
1st—*charm person* (DC 15), *magic missile* (2), *shield**, *sleep*
0—*dancing lights*, *detect magic*, *mage hand*, *read magic*
*Already cast

Abilities Str 9, Dex 14, Con 10, Int 17, Wis 8, Cha 14
SQ summon familiar (none)
Feats Deceitful, Craft Wondrous Item, Eschew Materials, Persuasive, Scribe Scroll, Spell Focus (enchantment)
Skills Bluff +9, Concentration +10, Diplomacy +4, Disguise +6, Forgery +5, Intimidate +6, Knowledge (arcane) +13, Knowledge (history) +6, Knowledge (local) +6, Spellcraft +15
Possessions *bracers of armor +2, +1 dagger, ring of protection +1*

Tactics: In combat, Bargle uses his *scroll of summon monster V* to call a Medium water elemental to the pool to protect him. He then casts his most powerful spells first, starting with *wall of fire* to divide the group and following it up with *fireball*. He moves about on his dais, *levitating* once the PCs draw too close, but never moves away from his throne. If dropped to 5 hit points or less, he presses the button on the throne's left arm and steps into the tunnel (causing the throne to slide back into place). If prevented from doing so, he drinks his *potion of gaseous form* and seeps through a crack into the tunnel behind the throne.

Development: Should Bargle escape through the secret tunnel, the PCs might try to follow him. Finding the right gemstone to trigger the throne requires a DC 30 Search check, although trial and error finds it in 2d6 minutes. The tunnel leads to the lair of a young red dragon named Venthavaxus that Bargle has befriended. The beaten magic-user might try to get the dragon to fight the PCs for him, or he might simply fly away, only to seek his vengeance another day, but further exploration is beyond the scope of this adventure.

Treasure: Aside from Bargle's gear, his throne is spotted with various small jewels, including 20 red quartzs worth 10 gp each, 10 pieces of onyx worth 50 gp each, 5 red garnets worth 100 gp each, and a single ruby worth 1,000 gp.

66. BARGLE'S BEDCHAMBER

The feather bed in this room is covered in the finest silk sheets and pillows. Off to one side is a polished wood table bearing a single lit candle. On the other side is a stout iron chest.

This chamber is Bargle's personal bedroom. He spends much of his time here dreaming of future conquests and even greater power.

Treasure: The furnishings in this chamber are quite fine and worth 300 gp. The chest contains the true treasures. It is locked and can be opened with a key hanging from Bargle's belt or with a DC 30 Open Lock skill check. Inside is a small bag containing 200 pp, a larger bag with 500 gp, and a tiny coffer holding a trio of pearls worth 100 gp each. These sit atop spare robes, boots, and other clothes. The chest has a false bottom that can be found with a DC 20 Search check once the chest is empty. Inside is a pair of *gauntlets of ogre power*, a *rope of climbing*, a *wand of hold person* (22 charges), and two *potions of cure moderate wounds*.

CONCLUSION

After the PCs handle Bargle, the council of the town of Threshold is much relieved. The group is paid the full bounty of 1,000 gp if they kill or capture Bargle, but only half that amount if they simply drive him away. Unless slain, Bargle soon escapes from his prison cell, only to plot his revenge on the PCs at a later date. Bargle is not a magic-user to be trifled with, and if allowed to live, he goes to no end to see his enemies punished.

Jason Bulmahn says: "This adventure holds a special place for me as the first one I ever played. My first character, an elf named Thalkin, died in the dining hall while inspecting a tin plate covered in yellow mold after nearly succumbing to the harpies' song. In almost all cases, this adventure only uses monsters, spells, magic items, and treasure from the original Basic Game, *with a few pulled from the* Expert Rulebook *and more modern sources. Special thanks go out to Gary Gygax, Dave Arneson, and Frank Mentzer for making these introductory rulebooks so fun, entrancing, and addictive."*

THE PORTENT

by Peter Bergting

LAST STRIP... WE SHOULD DO SOMETHING. CELEBRATE! GO OUT IN STYLE!
I HAVE SOMETHING SPECIAL PLANNED. TURN OFF THE LIGHTS!
OK, NOW WHAT?
WAIT, HOLD THIS!
SPARKLERS? YOU CHEAP BUGGER!
HUSH. WE MIGHT JUST GET AWAY WITH IT!

FOR A PROPER CELEBRATION, GO TO WWW.BERGTING.COM/CELEBRATE

Quoth the Raven

BY NICOLAS LOGUE
BY UDON
BY ROB LAZZARETTI

EBERRON ,, MID-LEVEL (6TH–12TH) ,, URBAN

Ash falls on Sharn. In the frozen depths of a cruel winter an inferno has consumed the lower quarters of the City of Towers. Like the tainted lungs of a dying dragon, the belly of the city has blasted the lofty spires with a poisonous cloud of ash and soot. To make matters worse, the city is locked in a blizzard, tainted by the smoke and transformed into a black storm of doom. The end cannot be far behind, its coming foretold in the voices of the ravens that feast on the flesh of the dying. But for the Raven, the storm is merely a backdrop, a stroke of luck that that makes the perfect setting for his greatest work. It will be a tale of love, treachery, passion, revenge, and murder.

"Quoth the Raven" is an adventure of murder mystery and dark horror for 8th-level PCs. This adventure is a sequel to "Chimes at Midnight" in DUNGEON #133 and is also set in Sharn, the illustrious City of Towers in the EBERRON Campaign Setting. As the adventure is a murder mystery, you should read it carefully before running it so as to be familiar with its twists and turns.

ADVENTURE BACKGROUND

It has been a tough winter for the residents of Sharn. Two weeks past, a mysterious explosion in the Cogs spawned a fire of unprecedented proportions. Ashblack and Blackbones continue to burn bright, their foundries fueling the spreading flames. The inferno still rages below the city, and the fire brigade, the watch, and most of Sharn's mages battle the blaze night and day. Plumes of smoke choke the sky and black snow falls in torrents from tainted clouds. The city is blanketed by a cold darkness.

Amidst this chaos a new killer stalks the populace. Weeks ago, anonymous tales of grisly murder began arriving at the offices of the *Sharn Inquisitive*. Hair-raising and horrific, these manuscripts quickly gained wide popularity among the readership. However, when it became apparent that these stories were not works of fiction, the fans' delight turned to gruesome fascination born out of dread.

Two dead in as many weeks, and this killer, who calls himself the Raven, is only getting started. His first work, "Tales in Blood," ended with the exsanguination of a professor of literature at Morgrave University. The professor's drained husk was found slumped at his desk, his epitaph scrawled in his own extracted blood. "Demise of the Cowardly Shifter" concluded with the death of a spineless beasthide shifter named Mange. The

shifter's body was found in an abandoned silver shop in Cassan Bridge called Shining Star Silver where his killer poured molten silver over his head, freezing his face into a silent scream.

The Raven sends his tales to the Inquisitive piecemeal in six fragments, each offering clues to his identity and that of his prey. Each fragment describes the stalking of his "muse" and preparations for their demise. The sixth and final fragment culminates in the story's climax, yielding the blood-soaked details of the victim's grisly end.

Already overburdened with the fires raging through the Cogs, the Watch lacks the manpower to hunt the Raven. Now the first fragment of the killer's next work, entitled "Stars in the Darkness," has appeared in this morning's edition of the *Inquisitive*. The city braces for more bloodshed.

But the grim truth behind the Raven's killing spree is darker than a simple homicidal frenzy. His targets seem random, but there is a method to his madness, and the pattern of his murders leads to the PCs themselves. Behind the scenes, an old enemy of the PCs has become their nemesis: Viktor Saint-Demain, his body broken, his sanity demolished, and his hunger for revenge as strong as ever, is the real mastermind behind the Raven's kiling spree.

A few weeks after the PCs toppled him from the bell tower of the Temple of Aureon, Viktor found himself locked in Karvasi Asylum for the Criminally Insane in Black Arch District, more commonly referred to as "Hell's Heart," there to spend the rest of his dismal days. Impotent rage festered inside him, but Viktor coated his exterior in a veneer of repentance. The inquisitive eventually convinced the warden to allow him to tutor former students via correspondence from his cell. Viktor chose his protégé carefully.

A young man named Corbin Eldridge, abused by his alcoholic father before being turned out on the streets when the man drank himself to death, had been a pupil of Viktor's during his days as a celebrated inquisitive, when he volunteered his time teaching Gate of Gold's downtrodden children. Corbin bore the unmistakable stamp of genius, potent abilities developed over the course of his years on the mean streets of Sharn, and a mind frayed enough by society's abuse to prove suitably delinquent for Viktor's fell purpose.

Saint-Demain wrote to the youth, whom circumstance had deposited in a janitorial position at Morgrave University, where he hoped he might sit in on literature classes. Corbin aspired to dreams of literary greatness until a prickly professor scorned the young man, kicking him out of his classes. Viktor supplied a sympathetic eye to the boy's rage-filled letters, preying on Corbin's disturbed mind and steering him to show the world his talents by murdering the professor and chronicling it in beautifully crafted prose. The Raven was born, a dark angel of Sharn through whom Viktor could exact his revenge.

Black snow falls. The Raven's plans for the party are now close at hand.

ADVENTURE SYNOPSIS

The PCs learn of the Raven's killing spree and are asked to examine his latest manuscript fragment in hopes of stopping the madman before he kills again. The manuscript leads them to Mordreia (stage name "Star"), an elven vixen who table dances at the Glitterdust, a watering hole favored by adventurers bound for Xen'drik and other exotic locales. Shadowing or protecting Mordreia, the PCs are led astray by a former boyfriend stalking the dancer, a Valenar elf she brushed off some time ago named Jalros Takrain. After clashing with Jalros, the PCs learn the reason for his clandestine surveillance: he has sensed a sinister presence following her movements over the past few weeks.

The second piece of the Raven's manuscript leads the PCs to a mournful wasteland of decommissioned lightning rail boxcars on a lonesome stretch of muddy ground in Cogsgate. Here, the PCs clash with early warforged, most of them in the same sad state of decay as the menagerie of defective, damaged, or abandoned lightning rail carts they patrol. After avoiding or destroying the warforged guardians, clues in the Raven's writings lead the party to a coach of three slaughter-carts whose sides of beef are tainted with disease. The PCs find more than beef hanging on the carts' chains, discovering the dismembered remains of Mordreia, her flesh peeled away from meat and bone. A kyton servitor of the Raven attacks (animating chains bearing maggot-infested sides of beef), and the PCs find a blood-soaked parchment after the fray. The third fragment of the manuscript describes the death of Mordreia in horrid detail, and also makes his real target clear. The PCs are his prey.

From there the PCs must track down the Raven before he brings his deadly tale to a close. If the PCs return to find "Mordreia," she has fled. She is none other than Vrinn the changeling, a dangerous renegade Tyrant and former associate of the infamous Viktor Saint-Demain. The party may try to decipher the identity of the man behind the nom de plume by investigating the Raven's past killings. The clues lead the PCs straight to Viktor Saint-Demain, and the PCs journey to Hell's Heart to confront their old adversary.

With precious little time left, the party plays a deadly game of cat and mouse, doing their best to wrest Viktor's plan from the cagey criminal mastermind. The final showdown takes place in the old City Archives in an abandoned section of the High Walls refugee district, where the Raven holds the party's friends and relatives hostage.

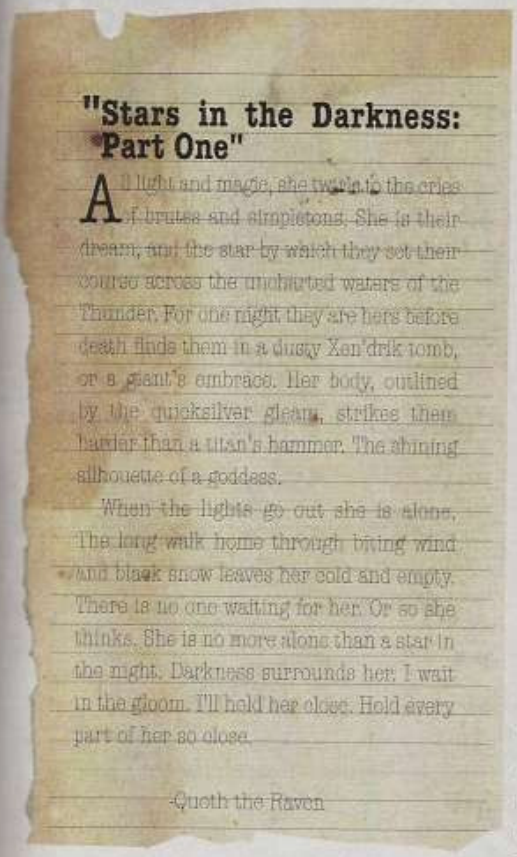
ADVENTURE HOOKS

This entire adventure revolves around your party. Here are a couple of ways to pull the wool over their eyes at the outset and make them think they're on the outside of these bloody murders looking in.

I am the Law: The Sharn Watch is at its wits' end containing the fires in Ashblack and Blackbones before they spread upward and engulf lower Dura as well. The rampant looting and rioting accompanying the flames ensures they are short-staffed. If the PCs are well known for their heroics in Sharn, they may be approached by the Watch and deputized into a special task force dedicated to

hunting down the Raven. This gives the party the chance to flash a badge and have law and order on their side.

Nowhere Left to Turn: Mange is a cowardly shifter and former lickspittle of Viktor Saint-Demain. He realizes he is being hunted by the Raven when



"Stars in the Darkness: Part One"

All light and magic, she twirls to the cries of brutes and simpletons. She is their dream, and the star by which they set their course across the uncharted waters of the Thunder. For one night they are hers before death finds them in a dusty Xen'drik tomb, or a giant's embrace. Her body, outlined by the quicksilver gleam, strikes them harder than a titan's hammer. The shining silhouette of a goddess.

When the lights go out she is alone. The long walk home through biting wind and black snow leaves her cold and empty. There is no one waiting for her. Or so she thinks. She is no more alone than a star in the night. Darkness surrounds her. I wait in the gloom. I'll hold her close. Hold every part of her so close.

-Quoth the Raven

he reads episodes of the killer's latest story. With no friends to turn to, Mange instead contacts the PCs, offering to turn himself in if they will put him in protective custody. By the time the PCs receive his message he is already dead, and the party finds his body at the scene of his murder in Shining Star Silver in Cassan Bridge.

ONCE UPON A MIDNIGHT DREARY

Once the PCs take an interest in the Raven's killings, their first task is identifying his latest prey. The first fragment of "Stars in the Darkness" contains several clues. Anyone making a DC 25 Knowledge (local) or Perform (dance) check gleans hints pertaining to the nightclub Glitterdust in the manuscript fragment. A DC 35 on either check means they know a dancer there, named Star, an elven woman of such incredible beauty that men go weak at the sight of her.

BLACK WINTER

The skymages usually see to it that Sharn's winters stay mild. However, with fires raging in the Cogs, Sharn's City Council requisitioned the skymages to help deal with this catastrophe. Without the skymages asserting their power over the elements above, a blizzard descends on Sharn. What's worse, the coal-black smoke rising like an angry shade off the burning Cogs taints the storm with poisonous vapor. Soot and snow fall as one from the heavens, plunging the entire city into darkness. No storm like this has been experienced before on Khorvaire, and many residents of Sharn believe it is the sign of an oncoming apocalypse akin to Cyre's Day of Mourning.

The sun cannot pierce the storms' dark shroud, and the only light throughout the city comes from its everbright lanterns. The black snow also reduces the effectiveness of even this light source, cutting their area of illumination in half. The entire city suffers from constant snowfall, severe winds, and bitter cold (*Dungeon Masters Guide* page 94) throughout this adventure. In addition to a common blizzard, the blackened snow and floating ash threaten to choke anyone moving about the city. Every hour spent out of doors, a PC must make a DC 15 Fortitude save or suffer 1d6 nonlethal damage from the choking black soot.

Many places of business have shut their doors against the toxic storm. Rag-wearing prophets, their shaggy manes of wild hair laden with frozen ash and their faces blackened with soot, roam the streets crooning, "The Doom of Sharn is at hand!" and "the Second Mourning is upon us... we shall pay for our crimes of blood!" Apocalypse lurks around every corner. The Raven's killings only add to this growing sense of menace, and the atmosphere of Sharn is thick with fear. This sense of onrushing cataclysm should build along with the action of this adventure, and the storm (as well as the raging inferno in the Cogs) should intensify as the PCs move towards "Quoth the Raven's" climax.

VIKTOR WHO?

If your party did not play "Chimes at Midnight" some revision is in order to make "Quoth the Raven" enjoyable for them. The easiest fix is to replace Viktor Saint-Demain with your party's nemesis and concoct a past connection between this evil NPC and the Raven (akin to Viktor's connection to the killer). If this nemesis is at large in your campaign, simply design a short adventure or encounter where the nemesis can be felled or captured.

If Viktor was slain in "Chimes at Midnight," do not fear. Saint-Demain is a man of means, and he no doubt secured an expensive contract with House Jorasco to raise him should he fall. He was returned to life and then shipped off by the authorities to Hell's Heart. If Vrinn perished as well, the changeling could either be raised in a similar fashion, or you may substitute a different changeling operative, perhaps a member of the Tyrants hired by the Raven to serve as a patsy.

STAR OF THE GLITTERDUST (EL 10)

One of Sharn's finest nightclubs and a hotspot whose clientele ranges from dragonmarked scions and young nobles of Sharn's oldest families to underworld crime lords and rough adventurers, Glitterdust is a den of vice and temptation located atop Mark's Tower. Gorgeous dancers of both genders and most races sway alluringly below the red everbright globes as Brantby and the Jumping Horns (the club's resident band) fills the place with wild music.

The south wall is Brelish glass and normally overlooks the breathtaking skyline of Sharn's cityscape. Now, with the city in the clutches of Black Winter, the glass is covered with clinging soot, and falling ash obscures the glorious towers beyond. Vachel Thrace, Glitterdust's owner, pays an accomplished illusionist to screen the glass wall with a phantasmal skyscape identical in appearance to Sharn's before the Black Winter began (the ultimate testament to wealthy residents' ability to

Mordreia

ignore horrible events that impact the rest of the city's populace). For a more detailed account on the Glitterdust, consult pages 89–91 of the *Explorer's Handbook*.

Creatures: Mordreia is not at the club. Kidnapped a week ago on her way home in the deep of night, the elven dancer is being tortured to death over the course of days in Orien's Graveyard. Vrinn, the treacherous cycloptic changeling the PCs encountered in "Chimes at Midnight," is at the club in her stead, dressed to kill in Mordreia's alluring form.

Keep in mind that the PCs have no reason to suspect Mordreia is an imposter. If you wish to allow them Spot or Sense Motive checks against Vrinn's Disguise check, do it in secret so as not to provoke the party's suspicions. Vrinn plays his role with puissance and draws upon Mordreia's reputation for being suspicious of strangers to treat the PCs with disdain and throw trouble their way. The nightclub security consists of several burly hobgoblin bouncers in black glamersuits, and an ogre cooler named Urusk.

Urusk enjoys his position as head of security at Sharn's sharpest club. The brute dresses the part, wearing a fine brocaded cloak over his armor and a ruby-studded ring on one of his tusks. He nurses a crush for Star, and if the PCs approach Vrinn while he is performing in the club, the changeling rebukes them and creates a scene to draw Urusk's interest. The ogre snaps his fingers and four of the black glamersuited hobgoblins fall in at his heels as he strides up to challenge the party and "escort them out."

Hobgoblin Bouncers, hobgoblin fighter 5 (4): hp 47 each; *Dungeon Master's Guide* 117 with the following changes: The hobgoblins wear +1 *glamered breastplates*, and carry no shields. Switch out Exotic Weapon Proficiency (bastard sword) for Improved Unarmed Strike, and change their Weapon Focus and Specialization to unarmed as well. AC 19, touch 12, flat-footed 16, Melee unarmed +9 (1d3+5).

Urusk, CN ogre barbarian 4: hp 79, *Monster Manual* 199. Urusk's carries a +1 *merciful greatclub*.

MORDREIA'S DOUBLE (EL 10)

Vrinn is a crazed changeling and former Tyrant who specialized in larceny before Viktor Saint-Demain apprehended him. Months later, after Viktor was denied admittance into the Warning Guild, the inquisitive sprung the changeling to aid in his plan for revenge.

Life on the outside has not treated Vrinn well. The Tyrants did not take his defection from their secretive cabal lightly. The doppelgangers hunt Vrinn without rest, and he avoids detection by constantly shifting disguises. The first time Vrinn received a message from the Raven, he went deeper underground hoping the crazed killer would lose him. The Raven proved too canny to evade, and threats of being skinned alive and fed to the crows eventually persuaded the changeling to aid him.

Vrinn has never been sound of mind, believing (mistakenly) that he is descended from the cyclopic civilizations of Xen'drik, but he is one of the most skillful impersonators in all of Sharn. Vrinn studied Mordreia in secret for weeks in preparation for this role, and adeptly keeps the PCs spinning their wheels while the Raven tortures the real Mordreia to death in Orien's Graveyard. Vrinn is aware of Jalros Takrain's stalking of Mordreia and pretends to be terrified of the Valenar ranger.

If the PCs do not notice Jalros shadowing Mordreia, the changeling points it out subtly via hints like, "I feel like I'm being watched," and "Sometimes the shadows on the rooftop across the street seem alive."

If Vrinn's disguise is compromised at any time, he flees. While he is impersonating Mordreia, Vrinn knows nothing beyond his part as a dupe in the Raven's schemes. He does not know about Orien's Graveyard, or the Raven's plans at the Old City Archives. If captured he can only profess his deep-seated fear of the Raven. During this part of the adventure Vrinn does not carry his weapons or armor.

VRINN CR 10

Male changeling rogue 10
CE Medium humanoid (shapechanger)
Init +5; **Senses** Listen +11, Spot +11
Languages Common, Halfling

AC 23, touch 15, flat-footed 18; improved uncanny dodge
hp 47 (10 HD)
Fort +4, **Ref** +12, **Will** +3 (+5 vs. sleep and charm); evasion, slippery mind

Spd 30 ft.
Melee +3 *icy burst dagger* +15/+10 (1d4+2/19–20 plus icy burst)
Base Atk +7; **Grp** +6
Atk Option sneak attack +5d6
Combat Gear *potion of nondetection* (2), *potion of shield of faith* (+4)

Abilities Str 8, Dex 20, Con 12, Int 13, Wis 10, Cha 16
SQ minor change shape, trapfinding, trap sense +3

Feats Iron Will, Quick Change, Skill Focus (Disguise), Weapon Finesse

Skills Balance +6, Bluff +18, Climb +3, Diplomacy +15, Disable Device +8, Disguise +29 (+31 acting), Escape Artist +17, Gather Information +6, Hide +15, Listen +11, Move Silently +15, Open Lock +11, Perform (dance) +8, Spot +11, Use Rope +8

Possessions combat gear, *+2 studded leather armor, +3 icy burst dagger, amulet of natural armor +3*

Minor Change Shape (Su) Vrinn can alter his appearance as though using a *disguise self* spell that affects his body but not his possessions. This ability is not an illusory effect, but a minor physical alteration of his facial features, skin color and texture, and size, within the limits described for the spell. Vrinn can use this ability at will, and the alteration lasts until he changes shape again. Vrinn reverts to his natural form when killed. A *true seeing* spell reveals his natural form. When using this ability to create a disguise, Vrinn receives a +10 circumstance bonus on Disguise checks. Using this ability is a move action.

STAR STALKER (EL 10)

Life has never been kind to Mordreia. During the Last War, her town in Cyre was brutally destroyed by a renegade band of Valenar turned bandit when the Cyran coffers ran dry and refused their pay. The outlaws put everyone Mordreia knew to the sword. They would have ravished her and left her for dead as well, but a ranger among them intervened on her behalf, slaying the rest of the bandits.

This was Jalros Takrain, and as many men do, he fell in love with Mordreia at first sight. Mordreia bore him no love, but stayed with him to survive the war-torn landscape of Cyre. The two fled to Breland just before the Day of Mourning. In the aftermath of the war, Mordreia was left without family, friend, or country. She left Takrain when she was offered asylum by the Brelish government. Takrain was not as lucky, and was sentenced to two years hard labor for his part in war crimes (his sentence reduced thanks in part to Mordreia's testimony). Jalros finished his sentence two weeks ago and immediately headed to Sharn to try and rekindle his relationship with Mordreia.

The dancer rebuked him, but as Jalros was about to stride away into the cold and lonely night he sensed someone watching from the shadows. Jalros began following Mordreia in hopes of discovering this sinister presence. Sadly, Jalros's hard prison term mingled with Mordreia's scathing rebuke damaged his spirit, and the ranger has taken to drink. On the night that the Raven abducted Mordreia and Vrinn replaced her, the elf was slumped unconscious over a bar stool.

He has noticed Mordreia acting strangely recently, but has no idea that she has been replaced. He continues to watch her, tightening his surveillance since the Inquisitive published the first section of "Stars in the Darkness." Every night he stakes out Mordreia's apartment in Oakbridge District, positioning himself across the cobblestone road in the upper level of an old mannequin factory.

JALROS TAKRAIN **CR 10**

Male elf ranger 10

CG Medium humanoid

Init +3; **Senses** low-light vision; Listen +13, Spot +13

Languages Common, Elven

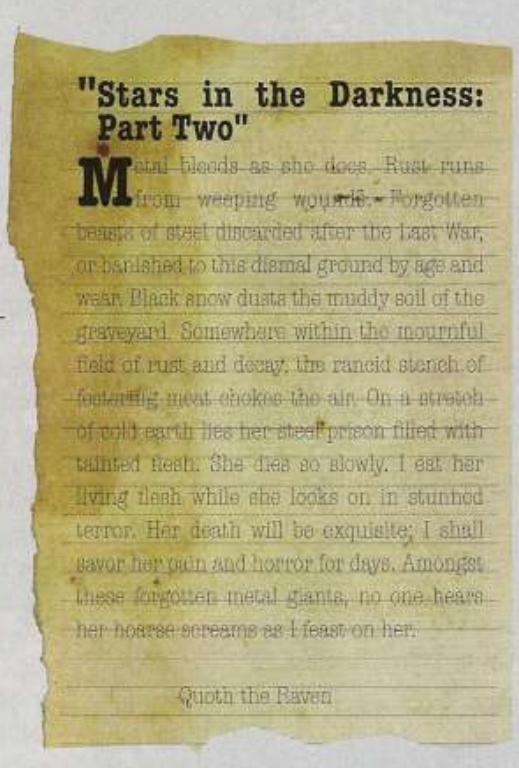
AC 18, touch 13, flat-footed 15

hp 60 (10 HD)

Fort +9, **Ref** +10, **Will** +7; evasion
Spd 30 ft.
Melee +1 *keen Valenar double scimitar* +15/+10 (1d6+4/15–20) or
+1 *keen Valenar double scimitar* +13/+8 (1d6+4/15–20) and
+1 *keen Valenar double scimitar* +13/+8 (1d6+2/15–20)
Ranged mwk throwing axe +14 (1d6+3)
Base Atk +10; **Grp** +13
Atk Options favored enemy construct +2, humanoid (halfling) +2, humanoid (human) +6
Spells Prepared (CL 5th)
2nd—*barkskin*, *cure light wounds*
1st—*endure elements*, *resist energy*
Abilities Str 16, Dex 17, Con 14, Int 10, Wis 14, Cha 8
Feats Endurance, Improved Two Weapon Fighting, Iron Will, Exotic Weapon Proficiency (Valenar double scimitar), Stealthy, Track, Two Weapon Fighting, Weapon Focus (Valenar double scimitar)
Skills Climb +10, Craft (weaponsmithing) +8, Hide +18, Jump +8, Knowledge (nature) +5, Listen +12, Move Silently +18, Profession (poet) +5, Spot +12, Survival +11
Possessions +2 *studded leather armor*, +1 *keen Valenar double scimitar*, 4 masterwork throwing axes, canvas worker's tunic and leather worker's boots, six sheafs of parchment with love poems composed in honor of Mordreia

Tactics: If the PCs discover him hiding in the old mannequin factory and approach him, Jalros assumes the PCs are affiliated with Mordreia's sinister shadow. The ranger hides among the mannequins in the northwest corner of the room. He hurls his axes at anyone entering the room, targeting humans first. He then draws his double scimitar and goes to work. If anyone attempts to parley with him, a DC 20 Diplomacy check (with a –10 penalty if made as a full round action) is enough to make Jalros pause and hear the PCs out. If they succeed in convincing him they mean Mordreia no harm he surrenders.

If defeated, or if he surrenders, Jalros is able to relay two important facts: someone has been following Mordreia for weeks (long before the first manuscript fragment of "Stars in the Darkness" was released) and Mordreia's actions in the past week or so have been a little uncharacteristic (this may be enough to get the party to scrutinize and "out" Vrinn).



"Stars in the Darkness: Part Two"

Metal bleeds as she does. Rust runs from weeping wounds. Forgotten beasts of steel discarded after the Last War, or banished to this dismal ground by age and wear. Black snow dusts the muddy soil of the graveyard. Somewhere within the mournful field of rust and decay, the rancid stench of festering meat chokes the air. On a stretch of cold earth lies her steel prison filled with tainted flesh. She dies so slowly. I eat her living flesh while she looks on in stunned terror. Her death will be exquisite; I shall savor her pain and horror for days. Amongst these forgotten metal giants, no one hears her hoarse screams as I feast on her.

Quoth the Raven

DEEP INTO THAT DARKNESS PEERING

The PCs receive the second fragment of "Stars in the Darkness" two days after the first. A DC 20 Knowledge (local) or (architecture and engineering) check allows a PC to connect the images in the fragment to a lonesome patch of muddy earth in Cogsgate referred to as "Orien's Graveyard." A result of 30 or better on either check informs the PC that the Graveyard is run by a dangerous arachnid warforged named Spider. Lightning rail coaches irreparably damaged in the heated violence of the Last War, run down from overuse, or otherwise rendered inoperable find a home here on a stretch of lifeless ground.

WEB OF THE STEEL SPIDER (EL 11)

The quagmire of Orien's Graveyard runs red with rust bleeding from the sagging carcasses of rent steel rail carts. Old armored models from the days of the Last War are riddled with scorch marks and jagged tears. Others gutted by arcane fire, victims of sabotage or derailment, are now nothing more than charred masses of twisted metal.

If the PCs played through "Chimes at Midnight" they pass the familiar wreckage of two rail carts crushed together, casualties of a brutal head-on collision.

Creatures: Before the PCs reach Mordreia's rail coach prison they must contend with the Graveyard's denizens. Several dozen warforged gathered in "Orien's Graveyard" after the accord at Thronehold. Many of these sad souls are as tattered and broken as the landscape of rail carts they wander. Most were maimed in the Last War and are missing one or more limbs. Others were abducted and abused or permanently disfigured by anti-warforged extremists in the days immediately following Thronehold, and now hobble about the Graveyard with half their heads caved in, or with missing eyes. Most hide from intruders or, rendered hopelessly insane by their torments, simply gibber at them nonsensically. But a few have banded together under the leadership of a petty tyrant with the lower body of an arachnid named Spider.

Spider serves as judge, jury and executioner in the Graveyard, though he usually dispenses with the first two. He hates all non-warforged with a passion, and sees the Graveyard as a treasured sanctuary where fleshbags do not interfere. Spider's gang includes a total of nine Graveyard Sentinels, all veterans of the Last War. They do not take lightly to intruders and prepare a deadly ambush in a bottleneck of rail carts near an old arcane crusher once used to reduce abandoned coaches to a brick of compacted metal.

SPIDER **CR 7**
Male warforged rogue 3/fighter 4
LE Medium construct (living construct)
Init +1; **Senses** Listen +3, Spot +3
Language Common
AC 19, touch 11, flat-footed 18

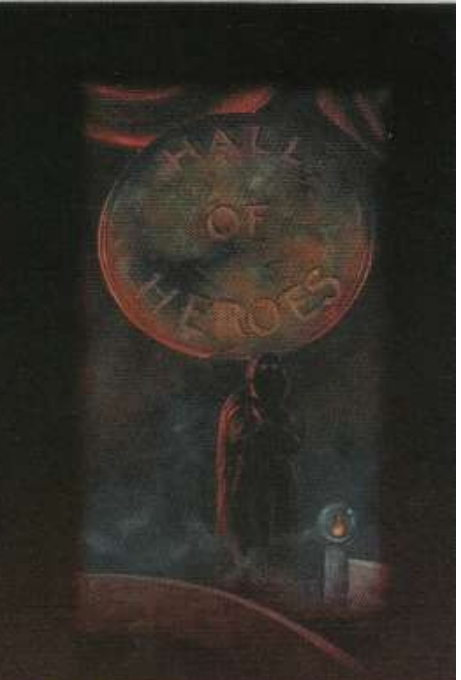
hp 47 (7 HD); **DR** 2/adamantine
Immune critical hits, sneak attacks, warforged immunities
Fort +7, **Ref** +5, **Will** +0

Spd 50 ft., climb 15 ft.
Melee +1 *vicious heavy mace* +10/+5 (1d8+5 plus vicious) and slam +9 (1d8+3)
Base Atk +6; **Grp** +9
Combat Gear *wand of fear* (4 charges), *wand of scorching ray* (+7 ranged touch, 23 charges), *wand of repair serious damage* (12 charges), *wand of shield of faith* (25 charges)
Atk Options sneak attack +2d6, Power Attack

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 6, Cha 13
SQ warforged traits
Feats Adamantine Body, Improved Fortification, Iron Will, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)
Skills Climb +14, Gather Information +7, Hide +2, Intimidate +11, Jump +6, Listen +1, Move Silently +2, Spot +1, Use Magic Device +7
Possessions combat gear, +1 *vicious heavy mace, arachnid chassis, bag of holding (type I)* filled with the heads of other warforged

Graveyard Sentinels (9) CR 4
Male warforged fighter 4
CN Medium construct (living construct)
Init +1; **Senses** Listen +0, Spot +0
Language Common

AC 18, touch 11, flat-footed 18
hp 34 (4 HD); **DR** 2/adamantine
Immune critical hits, sneak attacks, warforged immunities
Fort +6, **Ref** +2, **Will** +3



GAMEMASTER SYNDICATE
OFFERS THE
GAMEMASTER'S APPRENTICE
SUBSCRIBE AT
www.gmsyndicate.com

TAKE YOUR PLACE
IN THE
HALL OF HEROES
THIS AUGUST

ARACHNID CHASSIS (EMBEDDED COMPONENT)

These experimental components were developed for elite warforged scout units in hopes of giving them an edge over the Valenar elves' mastery of stealth warfare. This embedded component replaces a warforged's lower torso and legs with a construct version of an arachnid form giving the warforged an appearance not unlike a drider. Spider's version of this component is a gift from a mad warforged artificer contact who fashioned the arachnid chassis out of cannibalized arms of other warforged. The chassis gives its wearer a climb speed of 20 feet and gives him a 30-foot enhancement bonus to his base land speed. In addition the chassis grants him an additional attack per round at his highest attack bonus with one of the arachnid's legs that inflicts 1d8 bludgeoning damage (plus the warforged's Strength modifier). This extra attack does not stack with any magical effect that grants extra attacks (such as a speed weapon or the haste spell).

Moderate transmutation; CL 7th; Craft Wondrous Item, *spider climb*, *haste*; Price 30,700; Weight 50 lb.

Spd 20 ft.
Melee mwk greatclub +8 (1d10+5)
Ranged mwk throwing axe +6 (1d6+2)
Base Atk +4; **Grp** +6
Atk Options sneak attack +2d6

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 8
SQ warforged traits
Feats Adamantine Body, Improved Fortification, Iron Will, Weapon Focus (greatclub), Weapon Specialization (greatclub)
Skills Climb +1, Jump +0
Possessions masterwork greatclub (fashioned from torn-off limbs of other warforged), 4 masterwork throwing axes

Tactics: The sentinels and Spider take up positions as shown on the map after Spider uses his *wand of shield of faith* on the sentinels and himself. The sentinel standing at the far end of the gutted rail cart in the center of the map bears a crimson spider design blazoned on his chest. He pretends to be the Spider and parleys with the party, asking them their business in the Graveyard.

The other sentinels stand completely motionless behind cover and should not be visible to the party unless they have a *ring of x-ray vision* or make use of some other divination magic. Give the PCs a DC 25 Spot check to notice the crane's jaws positioned above the central cart.

If the PCs advance on the warforged calling out to them he cries out a signal to the others. If PCs step into the gutted cart, the sentinel manning the crane activates it and snatches up the cart as a standard action, and as a move equivalent action he drags it skyward 50 feet. On the following round he maneuvers it above the arcane crusher and drops it in. Anyone caught in the crusher takes 6d6 bludgeoning damage and 4d6 electricity damage per round until they escape. A DC 25 Reflex save halves the damage. A DC 25 Strength check jams the crushing walls for a round, resulting in no one inside taking damage.

If some or all of the PCs avoid the gutted central cart by moving around it, the sentinels atop the stacked rail carts push the topmost one off the pile with a DC 15 Strength check (two of them aid the third). Anyone below suffers 6d6 damage and is pinned beneath the wreckage (a DC 18 Reflex save halves the damage and avoids the pin).

Meanwhile, the three sentinels hiding in the armored cart hurl axes at the PCs through the windows, and Spider stealthily sneak attacks from the shadows with his *wand of scorching ray*. If anyone rushes him he barrages them with his *wand of fear*. The warforged all fight to the death.

Development: Once the PCs have defeated Spider and his cronies, it is a relatively simple matter to explore Orien's Graveyard and find the location described in the manuscript fragment, a process that takes 1d4 hours.

SLAUGHTER COACH (EL 10)

The stench coming off of these three enclosed cargo carts is powerful enough to overcome even the all-pervasive clouds of choking ash. Inside, chains hung with rotting meat twist and writhe in the still air, as if of their own volition. The meat itself seems to slowly pulsate in the dim light, as maggots slither and slowly drip from it like falling snow.

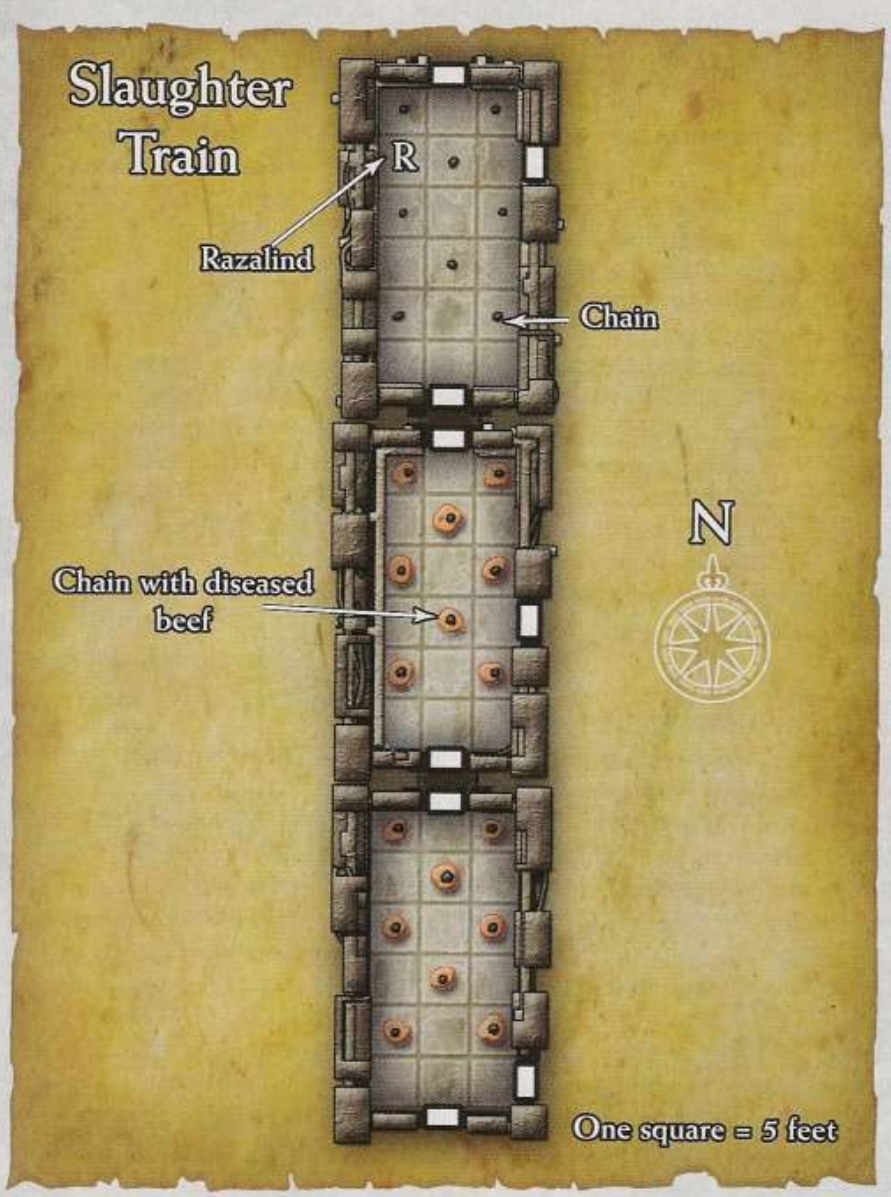
Mordreia, or what's left of her, awaits the PCs in the third cart of a lightning rail cargo coach. The coach is comprised of slaughter-carts transporting sides of beef hanging on steel chains. The beef is infected with spores causing a hideous disease called slimy doom in any living creature that touches them. The hanging sides of meat ooze slime and maggots.

Creature: Razalind is a kyton and servitor of the Raven. The female chain devil was formerly bound to serve a powerful cleric of the Dragon Below who resided in the Old City Archive before Corbin claimed it as his headquarters. The Raven made a deal with the chain devil, promising to slay her master in exchange for one month of service, after which she is free to spread terror throughout Sharn. The Raven brought her to Orien's Graveyard to watch him carve up Mordreia and charged her to await the PCs here and ambush them. Razalind detests her slimy rancid environs, and when the PCs arrive she is only too happy to deal with them and be free of the disgusting slaughter coach.

RAZALIND **CR 10**
Female chain devil fighter 4
LE Medium outsider (extraplanar, evil, lawful)
Init +6; **Senses** darkvision 60 ft.; Listen +14, Spot +14
Aura unnerving gaze (DC 14)
Language Infernal

AC 24, touch 12, flat-footed 22
hp 109 (12 HD); regeneration 2; **DR** 5/silver and good
Resist acid 10; **SR** 18
Immune cold, fire and poison
Fort +14, Ref +10, Will +10

Speed 30 ft.
Melee 2 mwk chains +19 melee (2d4+7/19–20)
Base Atk +12; **Grp** +17
Atk Options Improved Sunder, Power Attack
Special Actions dancing chains (4 attacks, +18, 2d4+7/19–20)



Combat Gear *dust of disappearance, potion of bull's strength*

Abilities Str 20, Dex 17, Con 18, Int 6, Wis 12, Cha 10

Feats Alertness, Improved Critical (chain), Improved Initiative, Power Attack, Improved Sunder, Iron Will, Weapon Focus (chain), Weapon Specialization (chain)

Skills Climb +15, Craft (blacksmithing) +18, Escape Artist +13, Intimidate +14, Listen +14, Spot +14, Use Rope +2 (+4 bindings)

Possessions combat gear, *+4 bracers of armor, ring of blinking*

Tactics: Razalind awaits the PCs in cart three. She downs her *potion of bull's strength* as soon as she spots the party. If the PCs move toward cart three first, she ducks into cart two. Otherwise she simply observes the party as they enter and uses dancing chains to animate the chains in the cart the PCs occupy and attack (there are eight chains in each cart). If the PCs are in cart one or two, the chains bear the infected beef. As they strike the mutilated cow carcasses explode in a shower of rancid meat, maggots, and slime. In addition to suffering damage, the target, and anyone standing within 5 feet, is splattered with meat-sludge and exposed to slimy doom (*Dungeon Master's Guide* 292).

As the PCs draw nearer to the cart where Razalind waits, she sprinkles *dust of disappearance* on herself and continues to slash at the party with the cart's many razored chains. If detected, she activates her *ring of blinking* and attacks with her own masterwork chains, attempting to sunder any particularly effective weapons the PCs possess. The chain devil flees if reduced to 10 hp or less.

Development: The bits of skinned meat hanging from chains in cart three of the slaughter coach are not beef, but rather Mordreia. The dancer's beautiful face and head of golden hair are the only part of her left unmarred by the Raven's implements of torture. A sheaf of bloodstained paper hangs in her mouth—the third fragment of "Stars in the Darkness." Any confusion as to the Raven's pattern is cleared up after the first paragraph or two (which describe Mordreia's slow agonizing death and dismemberment) when the narrative becomes wholly concerned with the PCs. Feel free to generate your own handout for this section of the manuscript catered towards your PCs specifically. Describe their actions in chilling detail as if the Raven were breathing down their necks.

ALL MY SOUL WITHIN ME BURNING

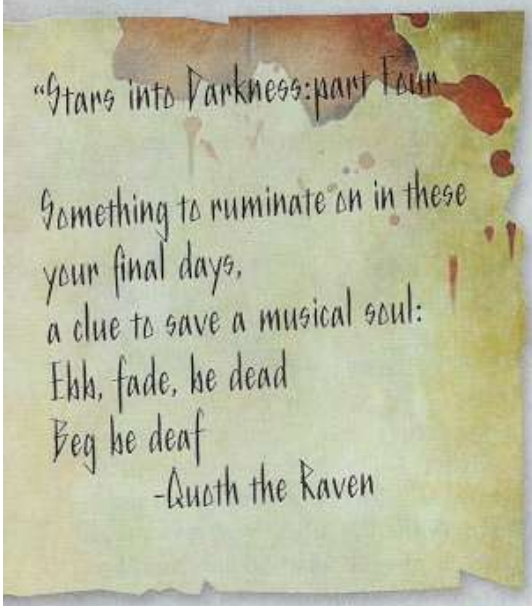
When the party learns they are the Raven's target everything changes. Unless the party left a PC or two behind to watch Vrinn or dragged "Mordreia" along with them to the Graveyard, the changeling is long gone. Vrinn, though more than a little crazy, is good at what he does, and he is sure to clean Mordreia's apartment of anything that could be connected to him. He drinks a *potion of nondetection* and disappears for a day before the Raven summons him to the Old City Archives to play a further part in his dread plan.

The PCs receive the Raven's fourth manuscript fragment sometime during their investigations (use this fragment to reinforce the idea that the Raven is hunting them), delivered in the beak of a large crow. The fourth manuscript fragment is short and contains a clue that becomes important in the Old City Archives.

TALES IN BLOOD

If the PCs wish to begin hunting the Raven, they have only a few clues. The obvious course of action is to investigate the earlier murders in order to get a better handle on their foe.

The first manuscript details the death of a half-elf professor of literature at Morgrave University named Lithan ir'Tassan. The Raven stalked him for five days before cornering the professor in his office after-hours. There he tortured him throughout the night, and eventually the professor exsanguinated himself with a hideous pump-pen the Raven brought, writing both his own epitaph and transcribing the Raven's final chapter of "Tales in Blood," until he slumped over his desk, dead from blood loss. His pale corpse was discovered the next morning by his staff.


"Stars into Darkness: part Four
Something to ruminate on in these your final days,
a clue to save a musical soul:
Ebb, fade, be dead
Beg be deaf
-Quoth the Raven

If the PCs head to Morgrave University to interview Lithan ir'Tassan's peers, students, and associates and investigate the crime scene, they turn up some interesting clues the Watch overlooked in their cursory examination of the case.

A DC 20 Gather Information check reveals one person with a possible motive to off the professor: a janitor at the University named Corbin Eldridge used to quietly sit in on Lithan ir'Tassan's lectures on creative writing. The professor recently discovered his presence and banned him from the class. With a DC 25 Gather Information check, the PCs meet up with Aletia Cardance, an aging half-elf beauty of a librarian at Morgrave who Corbin often assisted after hours. He volunteered his time reshelving books in exchange for the right to pore through the classics in the wee hours of the evening. Cardance offers up one interesting clue about Corbin: "When he mis-shelved books it was always because he was using an older system of book organization not employed since the early days of the Last War."

A DC 30 Gather Information check leads the PCs to information on Corbin's upbringing at an orphanage in Gate of Gold district—the same one Viktor Saint-Demain was raised in, and where the inquisitive later volunteered his time as a tutor.

DEATH OF A COWARDLY SHIFTER

Investigating the particulars of Mange's murder implies a connection to Viktor Saint-Demain. If your party did not play "Chimes at Midnight" then a DC 20 Knowledge (local) or Gather Information check unveils the shifter's past affiliation.

Mange was found splayed out on a table in Shining Star Silver, an abandoned silversmith shop in Cassan Bridge, where ironically Mange and a partner in crime named Grimgraj beat the resident silversmith to death some time ago acting on orders from Viktor Saint-Demain. Mange represented himself poorly in Viktor's service, and the inquisitive decided to get even through his proxy, the Raven. A DC 15 Gather Information check or a DC 15 Search of Shining Star Silver made by someone with the Investigate feat reveals that Mange was hiding out in a small tenement in Ashblack (room 102).

HUNTING HOUND (EL 9)

Run this encounter when the PCs enter Ashblack to look for Mange, sometime before they reach his tenement.

Entering the Cogs is like stepping into another world. The burned out regions are ash-covered wastelands where no living thing stirs. The silence here is broken only by the distant alarm bells of the fire brigades and the echo of roaring flames.

Creature: The intensity and duration of the inferno has caused Infernia to become near coterminous with the Cogs in places. A powerful denizen of this plane, an enormous hell hound named Varislag, recently crossed over. The hell hound preys upon brave members of fire brigade who venture beyond the fire-line to rescue those trapped in blazing buildings. This excursion has provided Varislag with his most entertaining few weeks in years. He relishes the hunt, and as soon as Varislag detects the PCs moving in Ashblack, he stalks them, attacking when he perceives the PCs are off their guard.

Varislag, Nessian Warhound: hp 114; *Monster Manual* 152.

MANGE'S TENEMENT (EL 9)

This ramshackle building leans drunkenly over the street as the fiery inferno continues to consume the neighborhood. Smoke pours from the building's upper-story windows like the exhaust of some massive furnace, and a brilliant orange light transforms objects in front of the windows into two-dimensional silhouettes. The fouled, searing air makes it difficult to breathe, and from within the building comes the ominous crackling of a raging fire.

Mange's tenement is wreathed in flames, and if the PCs wish to investigate they must brave the inferno. The fire spreads 5 feet every 10 rounds in the direction shown on the map. Anyone entering the tenement suffers 1d6 fire damage per round (this increases to 3d6 if they are in a square filled with flames), and must make a DC 15 Fortitude save as well or suffer 2d6 nonlethal damage every round from smoke inhalation. Ten minutes after the PCs arrive the tenement gives a final groan of anguish before collapsing, destroying all the evidence within. Anyone still inside is pinned and takes 5d6 fire damage per round until they escape.

Creature: A fell fiery undead called a forgewraith stalks the tenement.

The incorporeal spirit of a heroic fire brigade captain who perished in the forge fires, this inky black humanoid form is outlined with red flames, and two smoldering embers rest where its eyes once did. Filled with a vile rage, the creature now murders those it once sought to save in life and tries to add the PCs to its ever-growing list of victims.

FORGEWRAITH **CR 9**

Sharn: City of Towers 179

CE Medium undead (fire, incorporeal)

Init +11; **Senses** darkvision 60 ft.; Listen +9, Spot +10

AC 21, touch 21, flat-footed 14

hp 78 (12 HD)

Immune fire, incorporeal traits, undead traits

Fort +4, **Ref** +11, **Will** +10

Weakness vulnerability to cold

Speed fly 60 ft. (good)

Melee incorporeal touch +13 (2d6 fire plus 1d6 Dex drain)

Ranged fiery ray +13 ranged touch (4d6 fire)

Base Atk +6; **Grp** —

Atk Options dexterity drain

Spell-like Abilities (CL 12)

At will—*produce flame*

3/day—*wall of fire*

1/day—*enervation*, *fireball* (DC 17)

Abilities Str —, Dex 25, Con —, Int 7, Wis 14, Cha 19

SQ create spawn, incorporeal traits

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility

Skills Intimidate +19, Listen +9, Spot +10

Dexterity Drain (Su) Living creatures hit by a forgewraith's incorporeal touch must succeed on a DC 20 Fortitude save or take 1d6 Dex drain. Each successful attack grants the forgewraith 5 temporary hit points.

Fiery Ray (Su) Every 1d4 rounds a forgewraith can fire a ray of red and black flame as a ranged touch attack dealing 4d6 fire damage.

Create Spawn (Su) Any humanoid slain by a forgewraith dissolves to ash rising as a forgewraith in 1d4 rounds under command of its slayer. They possess no abilities they had in life.

Development: Inside a charred desk near Mange's smoldering bed the PCs find a note written by the shifter shortly before his death. He meant to send the note to the Watch (or even the PCs, if you used the adventure hook involving Mange), but got spooked when the Raven came for him and fled his apartment without it.

The letter begs the reader for help and protection. In exchange, Mange offers to give up information on several members of the criminal underworld. More interestingly, the letter refers to the nightmares visited upon him by the Raven, in which the killer accused the shifter of "betraying his master and leaving a great man's side on the eve of Wildnight." This is a direct link between the Raven and Viktor, if the PCs haven't inferred one for themselves yet.

In addition, a copy of an old philosophical treatise called "Disloyalty, Dishonor, and Death" sits in the desk as well with an inscription that reads "Something to ponder in these, your final days. — Quoth the Raven."

A DC 25 Craft (bookbinding) or Search check (by anyone with the Investigate feat) allows a PC to note that the book is an antique taken from the collection of the Old City Archives located in the ruined quarter of High Walls District. The book is worth 100 gp. A DC 15 Knowledge (local) or Knowledge (history) check reveals that the Old City

Archives is the only structure standing in Sharn that uses the older system of book organization Corbin mistakenly used to shelve books in Morgrave's library.

Ad Hoc Experience Award: If the PCs connect the dots to the Old City Archives on their own before they interrogate Viktor, give them experience as if they defeated an EL 10 encounter.

HELL'S HEART

Viktor does not wish the PCs to go to their death without enjoying their fear and frustration first. The connections between the Raven and Viktor are bread crumbs purposefully left in order to draw the party to the asylum for a face-to-face with the devious master inquisitive.

As the party enters Black Arch, they become instantly aware of the district's purpose—repelling any invading force. The area is locked up tight, with manned gates along most major avenues, fortified spires with black-iron barred windows and men-at-arms bristling with halberds and longswords.

A monolithic three-spire black stone stronghold puts the surrounding fortifications and guard posts to shame. Karvasi Asylum for the Criminally Insane's more common moniker of "Hell's Heart" is attributed to its inmates. The asylum houses some of Sharn's most dangerous and twisted criminal minds. Vicious killers with the blood of dozens of innocents on their hands, deranged madmen whose rampages left entire districts soaked in gore, sit in 10-by-10 cells with no windows.

A tall, imposing human named Dr. Lucard Karvasi runs the asylum. Lucard is a quiet man whose face barely moves when he speaks. He almost never blinks. Karvasi's sister is married to King Boranel's uncle and Karvasi has milked his family's favor in court to run the Asylum with little to no oversight. His strong ties to the monarchy also allow him to have criminals sentenced to death or life in prison commuted on psychological grounds and sent to his Asylum for "study and rehabilitation" instead. Karvasi's idea of "study and rehabilitation" makes what most of his charges did to their victims seem humane.

Viktor's body count does not come close to his neighbors' swaths of destruction, but his sharp mind and considerable talents prove he is more lethal than any other inmate in the asylum. After his first few excruciating "sessions" with Lucard Karvasi, he sensed a crack in the man's cool collected psyche, and a dark vestigial split persona gestating inside Lucard's otherwise disciplined mind.

Viktor named this submerged persona "Krader" and used his considerable skills at manipulation to nurture and draw forth this underlying personality hiding inside Lucard's sub-consciousness. Krader is an ugly thing. He enjoys Lucard's ministrations of pain upon the inmates, but despises the long hours the good doctor wastes in academic pontification. Krader wants his own time at the reins, during which this dull creature isn't sure what exactly he would do, he's only certain it would be bloody and brutal. Viktor has promised to make Krader's dreams come true and it has afforded the inquisitive great power behind the scenes in the asylum.

When the PCs arrive, Lucard's cool exterior is in control and Krader dives deep below the surface on Viktor's instructions. A DC 15 Diplomacy check is necessary to secure an interview with Viktor, as Lucard does not normally allow any outside contact with his patients. Lucard agrees reluctantly only if the PCs make clear the threat posed by the Raven and convince him that Viktor may have information aiding in the serial killer's capture. In truth, Lucard only agrees in hopes that the Raven, another truly interesting specimen, will end up in his care once the party captures him. Lucard demands to be present with some of his orderlies during the interrogation to see that the PCs do not harm his patient (torturing his charges is a privilege he shares with no one).

INTERROGATING VIKTOR

Viktor is rolled into an examination room bound to a metal wheelchair. His hands are unbound, though his feet are chained to the chair at the ankle. The markings of any particularly grueling wounds he sustained at the hands of the PCs in "Chimes at Midnight" should be apparent. If he fell from the bell tower his body is twisted—the skeletal damage he sustained in the fall did not heal properly.

Viktor has every intention of delivering the party into the Raven's clutches, though he intends to make it hard on them at first just to watch them squirm. The true challenge of this encounter lies in getting the emotional upper hand on Viktor and baiting the disciplined inquisitive into giving up information on how to defeat the Raven. This is done by scoring enough Interrogation Points to push Viktor off-balance or infuriate him.

Tactics: Viktor's first tactic is to play the "reformed criminal." He pretends his sessions with Karvasi healed his damaged mind and expresses deep remorse over the terrible actions he took last year, even apologizing to the PCs. He feigns complete ignorance as to the Raven's killing spree ("We sadly receive little news of the outside world in here"). Karvasi supports this statement ("Too many details from the outside may unhinge the fragile psyches of our patients"). Viktor claims he would be happy to help the PCs end this new killer's reign of terror ("It is the least I can do to repay my debt to Sharn"). If the PCs accuse Viktor of some sort of connection with the Raven, citing evidence in his choice of victims (Mange) or the dreams mentioned in the Mange's letter, Viktor shrugs, saying, "My reputation has no doubt come to this madman's notice. Perhaps he sees his killings as a tribute to my misguided dalliance with crime last year, or worse yet, he is merely using me as a smokescreen to mask his true intentions". Roll a Bluff check for Viktor versus the party's Sense Motive check. If the party believes Viktor's ruse and engages his help they lose an Interrogation Point. If the PCs make the check and call his Bluff, Viktor lifts his head to glare at the party, his eyes filled with cold rage, a sneer adorning his face. Grant the PCs one Interrogation Point. Either way the duel of wits begins. The

PCs may earn (or lose) Interrogation Points as follows:

- For every clue they uncovered during their investigation granting them hints to (or outright knowledge of) Raven's identity or the location of his headquarters, grant the PCs an Interrogation Point. Viktor was very much looking forward to "solving" the case for them, and if they walk in armed with a bevy of clues the inquisitive seethes with anger.
- Anything the PCs do to cite their own acumen and skills as inquisitives (perhaps listing other difficult cases they solved, or displaying awards or honors given to them by figures or organizations of note) drives Viktor further into the depths of madness, granting them an additional Interrogation Point.
- Claiming Viktor could never catch the Raven himself turns the inquisitive's ego against his cat's paw and grants the party an additional Interrogation Point.
- Thanking Viktor for creating the Raven as the perfect adversary, and pointing out that when the PCs take the serial killer down they will be heralded as Sharn's greatest heroes, points out a terrifying possibility Viktor's hubris never allowed to creep into his plan. The possibility festers in the inquisitive's mind and earns the PCs an Interrogation Point.
- Pandering to Viktor's ego by Bluffing him into believing the *Korranberg Chronicle* is interested in publishing his story (or something like this) throws the inquisitive off-balance and earns the party another Interrogation Point.
- Succeeding in Intimidating Viktor earns the PCs an Interrogation Point once only.
- For every clue Viktor supplies the party they lose an interrogation point.
- When Viktor reveals the fact that the Raven has taken NPC relatives and friends of the PC's hostage have each PC make a DC 25 Will save. The party loses one Interrogation Point for each party member present who fails the save as Viktor enjoys their obvious horror.
- Every time Viktor humiliates the PCs through a strong roleplaying moment take away another Interrogation Point.
- If Viktor can provoke a PC to strike him, the party loses another Interrogation Point as their dependence on thuggery amuses the inquisitive, and further convinces him of his own superior intellect.

Development: Karvasi insists the PCs cast no spells on his subject ("magical meddling may do serious harm to his mind and unravel the painstaking

progress I have made thus far"). If the PCs strike Viktor, Karvasi commands them to not to touch the inquisitive. He is furious at the party's mistreatment of his patient, but a DC 25 Diplomacy check mollifies him, and as long as the PCs do not harm Viktor again Karvasi allows the interrogation to continue. If the PCs insist on using force, Karvasi commands six of his orderlies to detain the party (use the statistics for the hobgoblin bouncers on page 38), and calls for a party of soldiers from a nearby guard post in Black Arch. Otherwise Karvasi pretends at clinical detachment and quiet study of Viktor's responses to the interrogation, but secretly is riveted by the game of cat and mouse unfolding before him and does not intervene.

No matter what, Viktor eventually reveals the Raven's location to the party, as he hopes the PCs to rush to their doom. He also takes great pleasure in revealing the fact that the Raven has kidnapped their close friends and relatives and holds them at the Old City Archives. He only offers up the following information if the PCs score the requisite number of Interrogation Points:

1–2: Unshakable Viktor is nonplussed by the PCs and offers up no further information beyond the fact that he and the Raven are old friends.

3–5: Off-Balance Viktor is knocked enough off his guard to be lured into revealing Corbin's identity (if the PCs do not know it yet). In addition he reveals that the writing is just as important as the killing to Corbin.

6–8: Thrown Viktor is highly agitated by the PCs and lets slip a few tidbits of useful information, such as the password to bypass the stone golem. He also begins to hum the tune played in area 3 of the Old Archives to taunt them and when asked about it mumbles something about "being deaf."

9–10: Cracked Viktor's veneer of sanity is shattered and he begins spewing clues. Besides those listed above, he lets slip that the Raven will do nearly anything to save the original manuscript of his writing (see area 7 of Old City Archives for further details), and locks gazes with the PC whose NPC is held hostage in area 6 of the Archives, snarling: "Your friend will be crushed flat in a few hours!"

ON THIS HOME BY HORROR HAUNTED

The Raven's trap is set. While the PCs have been painstakingly hunting the killer, Corbin's been busy kidnapping the people the party cares about. Choose these four hostages carefully. The Raven selects those the PCs hold dearest, such as close friends, lovers, patrons, and family members. Each NPC now stands in peril, bound in four separate death traps from which the PCs must rescue them.

As the PCs approach the Archives they find that the High Walls District is aptly named. Towering stone barricades, pitted and cracked from neglect, cordon this miserable ghetto off from the rest of Sharn. Used as a detainment camp for refugees, foreigners, suspected terrorists, and undesirables during the Last War, High Walls festered with misery, destitution, and violence. Since the Last War ended, little has changed.

A group of rag-swathed children shiver in the doorway of a building as black snow accumulates on the stairs below them. A rail-thin old Cyran man wearing only a loincloth and his waist-length ash-caked beard staggers along a cracked walkway below a flickering everbright lantern. He mumbles to himself, his face twitching freakishly as meanders down the lane.

When the old man sees the PCs he turns his soot-blackened face their way and shouts, "I saw the Mourning with these eyes! I stood on the deck of the *Thunder Rider* in Kraken Bay and watched the mist roll across the city. I see it again now! Sharn will share our terror! You will all die squirming!" The mad Cyran's raspy laughter echoes eerily off the distant walls.

THE OLD CITY ARCHIVES

When Galifar I took control of the Five Nations and sent a force to rebuild the shattered city of Sharn, the engineers were surprised to find an impressive marble structure still intact among the ruins. Shattered when Tarkanan's retreat brought the War of the Mark to its doorstep, Sharn lay desolate and abandoned for five hundred years. Most districts were razed to the ground by the armies of House Cannith and Deneith. Few structures survived, but a large temple to Aureon in present-day High Walls stood unscathed.

Galifar declared the temple would be maintained as the City Archives, and important documents and a municipal collection of valued books were kept within "the oldest building in Sharn." The Archive's shrine to Aureon is one of the oldest in Breland, and its library contains books and scrolls preserved from the fall of the Dhakaani Empire when Sharn was called Duur'Shaarat ("Blade of Sorrows"). Decades ago a thriving printing press moved into its second floor, and an exhibit on Sharn's notable historical figures moved into the section of the building once used as an abbey.

The abandonment of this landmark structure in favor of zoning High Walls into a ghetto for suspicious residents is a testament to the paranoid fear inspired by the widespread violence of the Last War. The city council neglected to even transfer most of the contents of the Archives in their haste to build the ghetto's walls and keep members of their own populace prisoner.

General Features: The outer walls of the building are 3-foot-thick marble. The interior floors and walls of the second and third level (as well as the spiral staircase ascending to them) are made of termite-eaten wood and rotted through in many places. There is no source of light inside the Archives.

1. ENTRYWAY (EL 13)

A great marble stair ascends to a circular terrace where large oak doors are barred against the black snow and howling wind. The terrace is shielded from much of the storm by a faded blue marble carving of Aureon's draconic visage, ashy snow heaped upon his snout. In respect to Aureon's wife Boldrei and his brother Onatar, smaller sculptures stand to either side of Aureon's. The doors are flanked by two large statues, one is that of simple peasant woman holding a basket of freshly baked bread, the other, a dwarven smith.

One of the reasons the Archives hasn't been ransacked by the desperate residents of High Walls is the fact that Aureon's temple is protected by his wife and brother. The statues flanking the doorway are in fact stone golems. Anyone making a DC 25 Spot or Search check outside notices the statues bear scours and cracks obviously not inflicted upon them by the ravages of time, but rather by combat. A DC 25 Spot check reveals an inscription in Draconic on the arch above the doors, well worn and obscured by a dusting of snow. The inscription reads, "Wisdom is the key to salvation." If someone entering speaks these words aloud in any language, the stone golems maintain their repose and allow them safe passage. Otherwise they attack.

Stone Golems (2): hp 55 each; *Monster Manual* 136.

Development: If the stone golems are destroyed, a great crack resounds overhead and the three dragon heads above come crashing down. Anyone on the terrace must succeed on a DC 20 Reflex save or suffer 6d6 damage and be pinned beneath the enormous stone carvings.

Ad Hoc Experience Award: The golems have taken a beating over the years from many parties of well-armed scavengers seeking to steal valuable treatises secreted inside the Archives. Only award the PCs half the experience they would normally get for defeating the golems, but also award them this experience if they bypass them by speaking the inscription aloud.

2. GREAT HALL

This cavernous chamber is filled with white marble pillars and little else. The slightest sound echoes loudly through the chamber. An ornate marble staircase on the north side of the room leads up to the floor above.

From this area the party can hear sounds issuing from areas **3**, **4** and **6**. The whir of machines and the rhythmic ring of metal on metal resounds in the printing press chamber above, an eerie melody played on the large organ in the shrine echoes through the doorway on the western wall, and a cacophony of voices murmurs within the eastern corridor. No Listen check is necessary to hear these sounds, though a DC 20 check reveals the frantic cries of hostages in all three locations. A DC 25 check allows the listener to recognize the voices of each hostage (if they know all of them).

3. SHRINE TO AUREON (EL VARIES)

A great dome of stained glass above depicts Aureon as a wizened old man lecturing to a host of creatures great and small. Within, a stone altar to Aureon is framed by a massive organ, its pipes running up the western wall. An eerie melody plays as the keys dance by themselves.

Trap: The first of the Raven's death traps lies here. An NPC hostage is manacled by sturdy adamantine chains

to the altar of Aureon. The heavy chains run into the altar's base where a series of complex pulleys and winches wind them up incrementally, resulting in the gruesome drawing and quartering of the hostage.

As soon as the PCs enter the organ begins repeating the same phrase of music once per round. Each time the phrase finishes the winches pull the chains tighter, wrenching joints and stretching the victim's spine causing them to scream in anguish. Every round the organ also releases two belkers trapped within its pipes (see Creatures below). When the tune plays through the fifth time (at the end of the fifth round) the chains pull hard, drawing the manacles (and any limbs entrapped in them) all the way to the base corners of the altar. This undoubtedly rips the hostage to pieces, spraying gore in all directions.

After the organ plays the phrase the third time several of the pipes begin spilling insanity mist (*Dungeon Master's Guide* 297) into the room. Every round after the third, everyone in the shrine must resist the effects of the airborne toxin. At the end of the fifth round organ plays its hightest note. The pipe that plays this note is connected to a *horn of blasting* mounted on it. The blast of sonic force shatters the stained glass dome above and brings a hail of razor-sharp shards down on everyone in the room dealing 5d6 slashing damage (DC 25 Reflex save to avoid). Damaging the organ in any way causes the winches within the altar to immediately release, tearing the hostage apart.

The only way to disarm the trap lies in the cryptic clue sent to the PCs by the Raven in the fourth manuscript fragment. The letters of the words of the poem are actually musical notes. The line of the poem that reads "ebbfadebedead" is the phrase being played over and over again. Any PC may make a DC 20 Perform check related to music (sing or any instrument) to realize the melody spells out the first line of the poem the Raven sent them. If "begbedeaf" (the second line) is played in any key the organ's ceases its lethal melody.

Adamantine Manacles: Hardness 20; hp 50; Break DC 30; Open Lock DC 35.

Creatures: Five belkers are trapped in airtight compartments in the organ. Each time the phrase begins in a new key one of them is released. The angry vaporous monsters pour out of the organ's pipes, appearing to be smoke or gas at first, and then immediately attack the PCs and the NPC hostage fighting to the death.

Belkers (5): hp 38 each;, *Monster Manual* page 27.

Treasure: The *horn of blasting* is attached to the organ in the upper northeast corner of the room. Assuming the PCs can reach it, it can be retrieved easily.

Ad Hoc Experience Award: If the PCs unravel the riddle of the poem and song and save the hostage's life in this manner, award them experience as if they defeated a CR 10 creature. If they use some other means (such as teleportation magic or picking the lock on the manacles) in time to save the hostage, grant them experience equal to a CR 6 creature.

4. HISTORICAL FIGURES OF SHARN (EL 8)

This room has been divided into several smaller corridors by long rows of display cases containing marble busts. Each display case has a small plaque that contains some information about the famous person depicted by the carving. A strange muttering sound fills this room, its source hard to pin down. At the far end of the room, a narrow staircase winds down.

This corridor is lined with marble busts of Sharn's most notable personages throughout history. Villains such as the Lady of Plague rest beside great heroes like Fathen of the Silver Crusade, Brey Founder of Breland, and Lord Hass ir'Tain. Each tells their tale via permanent *magic mouth* effects. A circular alcove contains several more busts in niches lining a stone stairwell spiraling down to area 5. Halfway down the stairwell is one of the hostages. This unfortunate soul is entombed in the wall of the niche with only their head exposed (via a *stone shape* spell).

Trap: A guillotine-style blade is housed in the stone wall above the hostage's neck, slicing down and beheading them if any pressure is applied to the wall.

Guillotine Trap: CR 5; mechanical; pressure trigger; no reset; no save; decapitation of hostage; Search DC 15; Disable Device DC 25.

Creatures: As soon as the PCs enter the stairs the Raven releases a switch. This opens two alcoves above the stairs and a hidden chamber below, releasing a gibbering mouther from each. The three soupy creatures flow up and down the stairs to attack the party, their maddening gibbering drowning out the *magic mouth* exhibits.

Gibbering Mouthers (3): hp 42 each; *Monster Manual* 126.

Ad Hoc Experience: If the PCs save the hostage, award them experience equal to a CR 6 creature.

5. BASEMENT ARCHIVES

This gigantic complex of underground chambers is filled with nothing but row upon row of strongboxes and shelves brimming with official documents—edicts of the council, merchant's licenses, birth and death certificates, tax collection records, censuses, draft receipts, etc. Otherwise this area contains nothing of interest. You may use these archives to resolve some mystery in your PCs' pasts, to present any number of adventure hooks, or to offer information important to other adventures.

6. PRINTING PRESS (EL 11)

A deafening orchestra of gnashing machines thunders within this large room. Reinforced wooden flooring sags under the weight of a large printing press formerly used to mass-produce texts and chronicles. The press is a writhing forest of whirling gears, belts and cylinders. Heavy steel plates bearing the latest news from over thirty years ago hover over an elemental-powered conveyer belt bearing thick sheets of high-quality vellum. The plates periodically slam down on the vellum with crushing force.

Long ago, this printing press produced the *Sharn Inquisitive*'s predecessor, the *Dagger Ford Chronicle* and copied important textbooks for a

number of academies throughout the city. Now the Raven uses the press as a bloody deathtrap.

Trap: An NPC hostage is suspended above the press by a series of steel cables. Their veins and arteries are riddled with exsanguination canals feeding the ink reservoirs above the steel print plates. As soon as the PCs enter, the machines begin vacuuming blood from the NPC's body. To make matters worse, the same NPC appears also to be strapped with more steel cables to the arcane conveyer splayed out over a sheet of vellum. One of them is actually Vrinn. The Raven took great pleasure in tying the changeling up in cables and then painfully implanting dozens of exsanguination canals into his body. The Raven then made it very clear to Vrinn that his only chance to gain freedom before the pumping canals reduce him to a bloodless grey husk is to successfully impersonate the party's NPC associate so they release him. Meanwhile the actual NPC restrained to the conveyer also has mere moments left to live before the heavy steel plates smear him across the vellum. The PCs must succeed on a Spot or Sense Motive check against Vrinn's Disguise or Bluff check to tell the imposter apart from the real captive.

Six rounds after the PCs enter, the NPC hostage is pulped by a crushing steel print plate. In the meantime, Vrinn takes 1d3+1 points of Constitution damage every round he is connected to the exsanguination tubes. In order to remove the 20 exsanguination tubes in Vrinn, a PC must make a Use Rope check (to tie off the tubes) or Heal check (to safely remove them without bursting arteries) every round. A result of 10 on either check is good enough to deal with one tube, and for every 5 points by which the result exceeds 10, another tube can be safely removed. If this check fails or the PCs simply rip the tubes off, Vrinn takes 1d6 points of Constitution damage for every tube removed. For every five tubes removed, subtract one from the amount of Constitution damage the changeling takes every round. When the last tube dealt with, Vrinn is safe. Alternately, a DC 30 Disable Device check renders the pump inoperable (A DC 25 prevents the pump from operating for 1 round).

Freeing the actual NPC is a matter of severing the steel cables tying them to the conveyer. Six cables anchor the NPC, and the conveyer moves him 10 feet per round. The press is also raised 10 feet off the ground, so unless a PC has a reach weapon they must ascend onto the conveyer with a DC 15 Climb check to hack at the cables. If they do not stand on the moving conveyer they must also spend a move action to run alongside the press in order to continue attacking the cables.

Clockwork gears and swinging steel plates and bars whirl and swoop (narrowly missing the supine hostage until the end of round six). Anyone standing on or adjacent to the conveyer is attacked by 1d4 gears, bars, or plates each round (+10 melee, 2d6 bludgeoning damage) though they may make a DC 15 Tumble check to avoid these attacks. Any PC may make a DC 30 Disable Device check to deactivate the conveyer and whirling press machinery above. A DC 25 on the check slows the conveyer for one round.

Steel Cables: Hardness 8; hp 15; Break DC 25; Use Rope DC 25.

Creatures: To further hinder the party, three rancid beetle zombies skulk in this chamber, attacking the PCs as they strive to free the hostages. These hideous abominations appear much like regular zombies but give off a rancid scent as their flesh writhes with the swarm of disgusting, chittering beetles beneath. They fight until slain, pouring forth their rancid beetle swarms as they fall.

RANCID BEETLE SWARMS (3) **CR 6**

Sharn: City of Towers 183
N Fine vermin (swarm)
Init +8; **Senses** darkvision 60 ft., tremorsense 40 ft.

AC 26, touch 26, flat-footed 18
hp 55 (10 HD)
Immune weapon damage, swarm traits, vermin traits
Fort +8, **Ref** +11, **Will** +2

Spd 20 ft., climb 20 ft.
Melee swarm (2d6 plus beetle rot)
Space 10 ft.; **Reach** —
Base Atk +7; **Grp** —
Atk Options beetle rot, distraction
Abilities Str 1, Dex 26, Con 13, Int —, Wis 9, Cha 2
SQ create spawn

Beetle Rot (Su) Supernatural disease. Fortitude DC 16, incubation period 1 minute, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 16 Fortitude save or take 1 point of Constitution drain. Unlike normal diseases, beetle rot continues until the victim reaches Constitution 0 (and dies) or is cured. In contrast to mummy rot, beetle rot can be cured as if it were a normal disease.

Create Spawn (Su) A living humanoid that is killed by a rancid beetle swarm immediately becomes a rancid beetle zombie. A living humanoid who dies of beetle rot becomes a rancid beetle zombie in 1d4+1 days.

Distraction (Ex) Any living creature that begins its turn with a swarm in its square must succeed on a DC 16 Fortitude save or be nauseated for 1 round.

RANCID BEETLE ZOMBIES (3) **CR 6**

Sharn: City of Towers 184
N Medium Undead
Init +1; **Senses** darkvision 60 ft., tremorsense 40 ft.: Listen –1, Spot –1

AC 19, touch 11, flat-footed 18
hp 78 (12 HD)
Immune undead traits
Fort +4, **Ref** +5, **Will** +7

Spd 20 ft.
Melee 2 slams +11 (1d6+5 plus beetle rot)
Base Atk +6; **Grp** +11
Atk Options beetle rot, distraction

Abilities Str 21, Dex 12, Con —, Int —, Wis 9, Cha 2
SQ animating swarms, create spawn, swarm traits

Animating Swarm (Su) A rancid beetle zombie is animated by the rancid beetle swarm inside it, though they are separate creatures. The swarm takes damage normally from area spells that affect the zombie, but not from targeted spells or other attacks on the zombie. When a rancid beetle zombie is destroyed, the rancid beetle swarm inside pours forth, if it survived its host's destruction. The animating swarm counts as a separate creature for the purposes of XP awards.

Beetle Rot (Su) Supernatural disease. Fortitude DC 16, incubation period 1 minute, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 16 Fortitude save or take 1 point of Constitution drain. Unlike normal diseases, beetle rot continues until the victim reaches Constitution 0 (and dies) or is cured. In contrast to mummy rot, beetle rot can be cured as if it were a normal disease.

Create Spawn (Su) A living humanoid that is killed by a rancid beetle zombie rises as a rancid beetle zombie in 1d4+1 rounds. A living humanoid who dies of beetle rot becomes a rancid beetle zombie in 1d4+1 days.

7. LIBRARY (EL 12)

This large musty chamber with sagging wooden floorboards houses dozens of shelves heaped with tomes. Some shelves have rotted away, depositing their contents in piles among their moldy remains. A black iron chandelier filled with lit candles hangs above the northern area of the room, illuminating a mahogany writing desk below.

There are many masterpieces among the texts here, but the most important one as far as the PCs are concerned is the fifth section of "Stars in the Darkness," freshly penned by the Raven. A writing desk on the far side of the room is well kept, and an inkwell, several masterwork quills made of raven feathers, leather covers, binding glue, and other writing and bookbinding supplies are strewn there. Anyone with the Investigate feat may make a DC 20 Search check to realize that someone just finished writing and binding a manuscript. The manuscript contains original copies of the first four manuscript fragments and the newly penned fifth as well.

The manuscript is filed among the books using the archaic indexing system of the Old Archives. If the PCs learned of Corbin's use of this system they can track down his manuscript with ease. If they did not get this clue from Aletia Cardance, a DC 30 Search check is required to track the bound manuscript down. The fifth manuscript fragment contains details on the traps set up in areas **3**, **4** and **6**, and if the PCs have yet to explore any of these areas they can learn about what awaits them there.

Creatures: The Raven makes his appearance here, hiding behind the false wall at the back of the room by the stairwell. As the PCs investigate his writing desk he attacks by first casting *animate rope* and untying the heavy ropes anchoring the black iron chandelier above. The chandelier comes crashing down on anyone by the desk, inflicting 4d6 damage (DC 20 Reflex save half) and igniting the surrounding paper and wood.

The flames spread 5 feet per round unless quelled, and anyone within the blaze takes 2d6 fire damage per round. The fire eventually consumes the entire wooden inner structure of the Archives unless the party puts it out.

On the second round, the Raven casts *warp wood* on the floorboards below a PC. The rotting wood gives way under the strain, plunging the PC down 20 feet to the floor of area **6** below (a DC 20 Reflex save avoids the fall). The Raven then expends a charge from his *wand of dimension door* to retreat to the rookery above and awaits the party there.

CORBIN "THE RAVEN" ELDRIDGE CR 12

Male human savant 3/urban druid 6/swashbuckler 3

Complete Warrior 11, *Dragon Compendium* 45, 57

NE Medium humanoid

Init +5; **Senses** Listen +11, Spot +11

Languages Common, Dwarven, Elven, Goblin, Orc

AC 23, touch 18, flat-footed 18; Dodge

hp 72 (12 HD)

Fort +10, **Ref** +10, **Will** +14

Immune disease

Spd 30 ft.

Melee *+1 keen spell storing rapier* +16/+11 (1d6+6/15–20)

Attack Options alley fighting, insightful strike, sneak attack +1d6, Combat Expertise, Improved Disarm, Improved Feint

Special Actions urban shape 2/day

Base Atk +9; **Grp** +10

Combat Gear *potion of bear's endurance, potion of cure serious wounds, potion of displacement, wand of mirror image* (12 charges), *wand of charm person* (5 charges) *wand of dimension door* (8 charges)

Urban Druid Spells Prepared (CL 6th)

3rd—*nondetection, protection from energy, stinking cloud* (DC 16)

2nd—*barkskin, hold person* (DC 15), *summon swarm, warp wood*

1st—*animate rope, cure light wounds, longstrider, pass without trace*

0—*cure minor wounds* (2), *detect magic, light, purify food and drink*

Abilities Str 12, Dex 20, Con 12, Int 18, Wis 17, Cha 15

SQ academic lore +7, city sense, crowdwalk, favored city, grace +1, skill assistance (5 feet), talent lore, trapfinding, urban companion

Feats Alertness, Combat Expertise, Dodge, Improved Disarm, Improved Feint, Stealthy, Weapon Finesse, Weapon Focus (rapier)

Skills Balance +12, Bluff +15, Climb +6 (+8 ropes), Concentration +9, Diplomacy +9, Disguise +8, Escape Artist +16 (+18 ropes), Gather Information +15, Handle Animal +6, Hide +13, Jump +8, Knowledge (architecture and engineering) +13, Knowledge (local) +13, Listen +11, Move Silently +13, Open Lock +11, Profession (writer) +12, Sense Motive +7, Spellcraft +9, Spot +11, Survival +7, Tumble +15, Use Magic Device +13 (+15 scrolls), Use Rope +11 (+13 bindings)

Possessions combat gear, *+2 wild studded leather, +1 keen spell storing rapier* (concealed in raven-handled cane, contains *hold person* [DC 15]), *ring of protection +3, gloves of Dexterity +4*, vial of vermillion ink, masterwork raven feathered quills (3), scroll case and fine quality parchment, simple black leather worker's boots, black boiled leather baldric, darkwood mask carved in a raven's visage

Academic Lore (Ex) The Raven may make an academic lore roll (with a modifier of +7) in addition to any relevant knowledge check to learn about a particular situation, person, item, historical event, or other subject.

Alley Fighting (Ex) As long as the Raven is fighting in an area no wider than 5 feet, he gains a +1 competence bonus on attack rolls. In addition, if he makes a

melee attack around a corner, his target does not gain the benefits of cover.

City Sense (Ex) The Raven gains a +2 bonus on Knowledge (local) and Gather Information checks.

Crowdwalk (Ex) The Raven can move through crowds with ease, moving as if in an open space. He gains a +4 bonus on any attack roll, skill check, or Strength check made to move through a square that contains a hostile creature.

Favored City (Ex) While he is in Sharn, the Raven gains a sacred bonus equal to his wisdom modifier on all Bluff, Diplomacy, Gather Information, and Intimidate checks. He also gains a +2 morale bonus on Will saves.

Insightful Strike (Ex) The Raven adds his Intelligence bonus to damage with any weapon that can be used with the Weapon Finesse feat. Targets immune to sneak attacks or critical hits are immune to the extra damage from this ability.

Grace (Ex) The Raven has a +1 competence bonus on Reflex saves.

Skill Assistance (Ex) The Raven can help up to 4 allies within 5 feet Hide better. These allies can choose to replace the result of their own Hide checks with a special check that uses the Raven's ranks in the Hide skill (8 ranks) plus their Dex modifier.

Talent Lore (Ex) This ability grants the Raven a bonus feat.

Urban Shape (Su) This ability is identical to a druid's wild shape ability except that the list of forms the druid can take is more restricted. The Raven generally uses this ability to transform into a raven, if he needs to make a quick escape or stalk someone unobserved. For a full description of this ability, see the *Dragon Compendium*.

8. ROOKERY (EL 12)

The wind dashes the rooftop with a torrent of black snow and ash. Sickly dark clouds swirl in the sky above. Rows of wooden cages clutter the roof around the stairwell, and swarms of ravens flap their wings against the wind. The crows' frenetic caws rival the thundering fury of the gathering storm.

Creatures: The Raven awaits the PCs here along with two murders of crows. Corbin has charmed the final NPC hostage and had them imbibe a *potion of disguise self* before dressing them in a long black cloak and a raven mask identical to his own. The Raven casts *longstrider*, *protection from energy*, and *barkskin* before the battle is joined. As the PCs ascend the Raven expends a charge of his *wand of mirror image* with the NPC hostage standing adjacent. A DC 25 Spot check is necessary to tell the NPC from the Raven amidst the whirling mirror images.

Murders of Crows (2): hp 13 each, *Monster Manual* 237 (bat swarm).

Corbin Eldridge: hp 71, see page 56.

Tactics: The Raven first casts *hold person* on a fighter type. He fights between the rows of wooden cages to make the most of his alley fighting class ability and crowdwalk. The Raven fights with a style and grace similar to his master-teacher's, employing Combat Expertise to full effect and disarming adjacent foes. The crows do not harm him as they tear at the party.

Development: If PCs have the Raven's original bound manuscript in their possession and threaten to destroy it, the Raven falters and becomes shaken. He targets the holder of the manuscript exclusively, attempting to retrieve his masterpiece. He threatens to kill the hostage as well. If a PC destroys the manuscript, the Raven is dazed for one round, and thereafter flies into a ferocious rage (no Combat Expertise) and strives to destroy the PC who ruined his writings.

QUOTH THE RAVEN, "NEVERMORE"

With the Raven defeated, Sharn's terror is at an end—for now. The fires continue to rage in the Cogs, and the terrible storms of the Black Winter will no doubt grow worse before they clear, but a mad killer's stranglehold on the city is broken, and the PCs are lavished with honors, medals, and rewards for their service.

Inside the dark recesses of Hell's Heart, Viktor's hate only grows upon learning of his dark angel's defeat. He seethes and plots against them, his influence churning the dismal shadows of Sharn's underworld. The party's nightmare is far from over. As long as their nemesis draws breath, they will never be safe.

In tribute to the final issue of DUNGEON, *Nicolas Logue retired himself as a character. He's starting a new character named Nicolas Kinoshita-Logue, and his first level is in a special base class: Unemployed. Also in tribute to* DUNGEON*'s last hurrah, Nick exiled himself from the paradise of Hawai'i. Newly based in the City That Never Sleeps, where he is homeless, Nick enjoys a jaunt to the City of Towers every chance he gets. He swears the villains of this adventure are not in any way autobiographical. Many thanks and hats off to James Jacobs, Erik Mona, Jeremy Walker, and James Lafond Sutter for all the good times in these pages.*

Savage Tide

Prince of Demons

Ruling uncontested in his Abyssal layer of the Gaping Maw for eons, Demogorgon's reign as first among demon lords may be coming to an end. The storm clouds gather as his inviolate sanctum is about to be breached by an unlikely alliance from across the planes. Despite its combined strength, this invasion offers no guarantees of success. For the alliance faces no house of straw, but rather the entrenched hordes and reinforced ramparts of the home of the Prince of Demons.

"Prince of Demons" is the final chapter in the Savage Tide Adventure Path, a complete campaign consisting of 12 adventures appearing in *Dungeon* magazine. For additional aid in running this campaign, check out *Dragon* magazine's monthly "Savage Tidings" articles, a series that helps players and DMs prepare for and expand upon the campaign.

The PCs should be 20th-level when they begin "Prince of Demons."

BY GREG A. VAUGHAN
BY BEN WOOTTEN AND WARREN MAHY
BY ROBERT LAZZARETTI

ADVENTURE PATH, HIGH-LEVEL (13TH–20TH), PLANAR

Adventure Background

The pieces are in place and stand ready for an epic assault on the home plane of Demogorgon, an assault that could change the power structure of the multiverse—though whether history will record the endeavor to have been heroic or foolhardy remains to be seen. Few know that Demogorgon's greatest war is not against Graz'zt or Orcus or another physical antagonist, but against himself—his two heads, Aameul and Hethradiah, both long for sole control over his body and domain. Countless times before, Demogorgon's plans have failed as his personalities, each considering themselves the true architect, unknowingly sabotage the other's work. Without this hidden disadvantage, there's no telling what Demogorgon could have accomplished. Aameul has tried to murder Hethradiah before, but in an ironic paradox, without one, the other cannot exist. Now, Hethradiah has stumbled upon a solution that may just work. Rather than destroy Aameul, he hopes to absorb him—to merge completely and become one.

Using eldritch rituals learned from the obyrith demon prince Dagon, the Prince of Demons used the first savage tide to undo the empire of Thanaclan 1,000 years ago. At the time, the savage tide was merely one of many idle distractions to bring ruin and despair to the Material Plane, but it also served as the genesis for Hethradiah's plan. Ever the more savage and feral of the two personalities, Hethradiah theorized that, with a potent enough vortex of savagery harvested from a large enough source, he could transform Aameul into something more akin to himself, allowing the two to become one. All he needed was a savage tide large enough to drive millions mad. His solution: seed dozens of Material Plane cities with *shadow pearls* and then trigger them simultaneously through a *master pearl* kept safe within an ancient edifice on the shores of the Brine Flats—a primeval temple to the Prince of the Darkened Depths known as Wat Dagon.

Adventure Synopsis

The PCs gather their forces and lay their plans for the invasion of Gaping Maw. After aiding in the taking of a beach in Demogorgon's realm, they must avoid demonic assassins and aid Orcus's legions on their march to Lemoriax, along the way lifting a magical effect that bars entry into Wat Dagon, the ancient temple that holds the *master pearl* capable of triggering the mass savage tide. After fighting through Wat Dagon's defenders, the PCs finally attract Demogorgon's attention. If they wish to stop the savage tide, the Prince of Demons must fall.

Adventure Hooks

This adventure begins after the PCs have secured the aid of several like-minded entities who wish to see Demogorgon fail, yet you need not have played the rest of Savage Tide to make use of "Prince of Demons." Demogorgon is one of D&D's greatest villains, and the adventure can serve as a capstone to any campaign in which the Prince of Demons has played a major role; simply substitute out the *master pearl* at the end of the adventure for whatever device or plan he has in your campaign. Alternately, you could use this adventure as a "bank" of stat blocks and encounters for any adventure in which you send your PCs into the depths of Gaping Maw. Maybe they've been hired by a powerful good outsider to defeat Arendagrost, or perhaps the soul of a loved one has been captured and is being kept by General Ghorvash along with (or instead of) Vanthus Vanderboren's doomed soul.

PART ONE: THE CALM BEFORE THE STORM

As the previous adventure came to a close, the PCs recruited several different armies and agents for the coming assault on Gaping Maw. Demogorgon's paranoia and whispers of an army gathering against him have set his own defensive forces into motion, yet he certainly doesn't suspect a coordinated attack by several of his enemies at once. This, combined with the fact that multiple enemies will cause his divided nature to work against him, is the PCs' greatest advantage.

Yet it isn't going to be as simple as storming Gaping Maw—before the PCs can even think about planning the assault, they'll need to gather the leaders of the disparate armies and convince them to work together. Orcus, Charon, Malcanthet, Gwynharwyf, and Iggwilv may all have their own reasons for wanting to attack Gaping Maw, but each have their own goals and prejudices as well. Left to their own devices, each group waits for another to make the first move, intending to swoop in once Demogorgon's defenses are focused elsewhere to claim victory for themselves. As a result, nothing develops of the assault until someone sets things in motion. This responsibility falls to the PCs.

Gathering the Forces

Depending on their success in the previous adventure, the PCs should have contacts with several of Demogorgon's enemies. This adventure assumes those enemies are Charon, Iggwilv, Malcanthet, Gwynharwyf, and Orcus; if the PCs failed to secure the aid of one of these allies, make sure to apply the appropriate adjustments to the adventure.

Contacting these five should be a simple matter for 20th-level characters—the red tape they experienced in the previous adventure is no longer a problem, and whether they show up to personally invite these five to war or send messengers makes no difference—the five are predisposed to accept visits from the PCs and their agents, provided each is treated with the respect they think they deserve. Securing a time when the five plus the PCs should meet to discuss their plans is simple, but deciding on a location might be more difficult.

All five initially demand that the War Council take place in their own domains, forcing the others out of their homes and into dangerous territory. Of course, none of the five react well to the others' demands—the only real solution is for the PCs to pick a meeting location that the other five begrudgingly accept as "neutral ground." There are very few places in the multiverse that qualify as such; a few are detailed below, but your players may come up with something equally feasible. If your PCs are having trouble coming up with ideas, the following three locations are each assigned a Knowledge (the

planes) DC that a character can make to come up with that location.

The River Styx (DC 30): Although the others initially balk at the notion, the River Styx is actually a feasible site for the meeting. Charon's power here is such that the others won't try anything funny, but before they'll agree to meet here, they must be convinced that Charon won't take advantage of them. This requires a DC 50 Diplomacy check, made once for Malcanthet, Orcus, and Gwynharwyf—Iggwilv understands Charon's nature and personality better, and she automatically agrees to the site if the others do. If the war council convenes here, it does so aboard the *Sea Wyvern*.

Sigil (DC 35): The city of Sigil, perched atop the central spire in the Outlands, is one of the classic "no-man's lands" for meetings of this sort. The Lady of Pain's rule over the city is such that only the most foolish of creatures would cause trouble. Yet the fear that Demogorgon or his agents might be active in Sigil remains present. Each of the five primaries must be convinced with a DC 40 Diplomacy check that the PCs have secured a site that's safe from such influences. If you have access to material covering Sigil, feel free to make the securing of such a site as complex as you wish—otherwise, the PCs can rent a location in the Azure Iris, a gambling tavern and inn that specializes in out-of-the-way rooms for secret meetings. **Verden** (NE female elf rogue 11) generally charges what her customers can afford—in the case of such obviously high-level characters, she charges 20,000 gp for the best room in the house—the "Diamond Suite." Of course, the Lady of Pain forbids the entrance into Sigil of any creature that has worshipers—Gwynharwyf, Orcus, and Malcanthet must send proxies (as detailed below) if this is to be the meeting site.

Outland (DC 40): Near the center of Outland, at the heart of the multiverse, the spire on which Sigil is balanced rises—here, even the magic of the gods is suppressed. While none of the five are interested in meeting in a place where their magical defenses won't work, it's actually a relatively simple matter to arrange for a meeting in the spire's proximity. At 900 miles from the spire's base, 9th-level spells (in particular, *astral projection*) no longer function, but the no-man's-land mentality extends to a range of 1,200 miles—an arrangement to hold the council of war anywhere within this range is automatically accepted by all five allies.

Council of War

Since the Council of War could take place anywhere the PCs can convince their allies to meet, no description of the meeting site is given. In any event, few of the five are interested in attending the council in person, but instead send trusted proxies. If the PCs don't think to arrange accommodations for the meeting, any of their allies can provide them using spells like *Mordenkainen's magnificent mansion* or a *rod of splendor* borrowed

Handout #1

from a private treasury as needed. The method of representation, the role in battle, and the particular secret goals for assaulting Gaping Maw for each of the five are given below. When the council begins, all five are bickering and arguing; leave it to the PCs to call for order and lead the discussion. Although their allies are powerful, this is the PCs' fight—let them lead the way.

Charon: If the meeting occurs on the Styx, Charon attends in person. Otherwise, he sends a proxy in the form of a lost soul, a petitioner recruited from the countless dead that make their journey along the River Styx. Of course, Charon does not select his proxy idly; he picks someone with ties to the PCs. Rowyn Kellani is perhaps the best choice for this role. Still enraged at Demogorgon for his disruption of the River Styx at the end of "Wells of Darkness," Charon has little interest in the battle other than seeing Demogorgon suffer. With countless marraenoloths (*Monster Manual II* 203) under his command, Charon can send a fleet of yugoloth boatmen into Gaping Maw to support assaults on Abysm and the Claws of Belcheresk and provide floating platforms for the invaders to attack from. He has no ulterior motives in the battle.

Gwynharwyf: Gwynharwyf attends the Council in person if it is held in the Outlands or on the Styx and is accompanied by Celeste, but if it takes place in Sigil, only Celeste attends. The eladrin paragon is the least likely to betray the PCs, but working in close tandem with demon lords and Iggwilv still tries her patience. Yet her hatred of Demogorgon burns brighter—the Prince of Demons captured and humiliated her long ago, and Gwynharwyf sees this as an excellent opportunity to realize vengeance against him. She has secured two eladrin hosts from her queen Morwel, each comprising 50,000 eladrins apiece. Her desire to see Demogorgon suffer and even perish may inadvertently offset some of the advantages the PCs have against Demogorgon later in the adventure.

Iggwilv: The Witch-Queen attends the council with her four arcanaloth apprentices, traveling via *astral projection*. She does not truly have an axe to grind in this battle—she's seen countless wars fought on the Abyss between demonic powers before, but never one involving cooperating eladrin and demonic armies. Her interest in the battle is more one of scholastic curiosity than anything else. Iggwilv's primary contribution to the battle is transportation—using her epic magic, she can open several portals into Gaping Maw through which Gwynharwyf's and Orcus's armies can invade. Of course, she does have a secret agenda as well—once the PCs have used the *Iron Flask of Tuerny*, she arrives to claim the artifact as her own in partial payment for all the aid she's provided the PCs. Her goal is to use the artifact to capture Demogorgon's parting essence should the PCs defeat him—the artifact cannot capture a being as powerful as a true demon lord (only their aspects), but Iggwilv thinks she can use it to gather what remains of Demogorgon's primal animus once he is defeated.

Malcanthet: If, in "Enemies Of My Enemy," Malcanthet convinced a PC to accept her Queen's Kiss ability, she should retain a link with that PC. In this event, she attends the Council via this link, using the PC to observe the council and make her will known, taking part in the discussion via telepathy and depending on her PC agent to repeat her words aloud. Otherwise, she attends via *astral projection*, or sends a Radiant Sister bearing the Queen's Kiss if the meeting takes place in Sigil. Malcanthet does not offer an army, claiming that Demogorgon "knows her tricks" and that her incubus infantry wouldn't be of much help. However, she can manifest her spell-like abilities through a PC bearing her Kiss, and volunteers aid in this manner—if no PC currently bears her mark, she arranges to place it on a volunteer at some point before the battle begins. Accepting her aid in this manner is a chaotic evil act, but in the grand scheme of things a minor one, especially if the PC takes pains to remove the mark via *dispel chaos* or *dispel evil* once the adventure is over. Of course, being a demon lord, Malcanthet isn't entirely forthcoming about her reasons for aiding the PCs in this battle. Now that the war is on, whatever the outcome, her alliance with Demogorgon is about to end—she suspects that Demogorgon's time has come to an end, and knows that once he's defeated, the mantle of Prince of Demons will shift. She doesn't want that crown for herself—it brings with it too much in the way of enemies and trouble—but she does very much want to be allied with, and perhaps control, whoever does inherit the crown. In fact, her goal is to try to coax her PC agent to attempt to claim the title, betraying the rest of the PCs if necessary.

Orcus: Orcus, still not completely convinced that this whole thing isn't a ruse to draw him out of Thanatos and into a trap, sends a a rotten, shambling, blood-stained cadaver known as Xerivar as his proxy no matter where the meeting takes place. Three quasits perch on Xerivar's skull and shoulders, casually tearing away and consuming small strips of his putrid flesh as they observe the proceedings. Xerivar speaks with Orcus's voice, serving as a direct link to the Prince of Undeath. Orcus has committed four of his legions to the invasion, the V Asphyxian, the IX Exsanguinos, the XIII Decapitus, and his vaunted personal legion—the I Thanatos; a legion that has never been defeated in battle. Each legion consists of 25,000 assorted demons and undead. Orcus leaves command of these legions to his generals, and makes plain his intent to confront Demogorgon atop the Prince's fortress of Abysm, a bold move indeed. Orcus desperately wants to be the one to defeat Demogorgon, and not just because he wants his power. Of all the demon lords in the Abyss, it is Orcus who has the largest cult of followers on the Material Plane. It is Orcus who is closest to becoming a god, and he hopes that the additional influx of Abyssal power he would gain by defeating his ancient enemy would finally be enough to catapult him fully into the ranks of the divine.

The Battle Plan

Let the PCs devise the battle plan for the assault on Gaping Maw. Handout #1 contains the most up-to-date information about the movement and locations of Demogorgon's army on Gaping Maw, as gathered from eladrin and demonic spies scattered throughout the layer and augmented with any papers the PCs may have discovered in "Enemies Of My Enemy." More importantly, the map indicates five locations where the PCs can stage their initial invasions of the Abyssal layer—these locations are called portal points.

Portal Points: Iggwilv can use epic magic to simultaneously open several enormous gates across the face of Gaping Maw, allowing the eladrin armies and demon armies to invade from any point in the multiverse. Unfortunately, these portals can only be opened in a few places in Gaping Maw where the planar boundaries are weak enough to bear such an invasive and enormous portal for any length of time. There are five such points in relatively close proximity to Lemoriax, but the catch is that Demogorgon knows where these points are, and has stationed Lemorian legions at them. Once armies go through, the battles begin immediately. Gwynharwyf's preference is to attack from the flanks, sending the Tourbillon Gale Host in from the Blood Run portal point and the Starry Night Host (to be commanded by Celeste) in from the Oldclot Cove portal point, and then to press in toward each other without worrying about having any of Demogorgon's legions behind them. Orcus's preference is exactly the opposite—he prefers to stage his forces at the Lemoriax portal point so that his forces can strike hard and fast at Demogorgon's capital city. This leaves two more portal points unutilized—one deeper in the Screaming Jungle (rumored to be guarded by not only a legion of demons but by one of Demogorgon's deadliest spawn—Arendagrost), and one along the Brine Flats (which has been fortified with a defensive battery of demons, but is easily the least-defended of the five points).

Expected Assault Plan

If the players aren't tactically minded, they can certainly leave the planning of the assault to Gwynharwyf and Orcus—both are old hands at such things, and their advice is sound. Left to plan the assault on their own, the forces available to the PCs deploy as follows:

Charon's Fleet: Charon's fleet of 5,000 marraenoloths are best utilized at sea, in the Brine Flats, where they can run interference against the forces of the balor Belcheresk's fleet, preventing them from providing aid to the land-based assault while at the same time pulling Demogorgon's attentions to yet another corner of his realm.

Gwynharwyf: The eladrin paragon personaly leads the Tourbillion Gale

Host at the Blood Run portal point, while Celeste commands the Starry Night Host at Oldclot Cove.

Iggwilv: Beyond creating the portals through which Gwynharwyf's and Orcus's armies invade, Iggwilv has little to add to the fight. She can certainly be convinced to open an additional portal for the PCs and any allies they wish to bring along if they wish to invade Gaping Maw via one of the portal points.

Malcanthet: The Queen of Succubi keeps her involvement subtle, acting through her chosen PC agent. Remember, she can not only observe the world through her agent's senses, but can use the agent as a focus for any of her spelllike abilities. The PC doesn't get to choose when and how she uses these spell-like abilities, but neither do they take an action on the agent's part to utilize. If no PC agrees to serve as Malcanthet's agent, she feigns insult at being rebuffed but does not volunteer any other support. Left to her own devices, she sends a disguised *astral projection* stealthily into Gaping Maw so she can maintain an eye on things, likely following along in the PCs' wake.

Orcus: The Prince of Undeath deploys his legions in order of expendability, beginning with the V Asphyxian via the portal point closest to Lemoriax. He fully expects the V Asphyxian to be destroyed, and plans on sending the IX Exsanguinos legion in immediately thereafter to break Demogorgon's forces in the region and establish a beach head. He then wishes to send in the XIII Decapitus to march to the gates of Lemoriax. At the same time, Orcus intends to challenge Demogorgon himself, planning on deploying the I Thanatos against Lemoriax once Demogorgon is defeated.

Flies in the Ointment

Three other demon lords likely have an interest in how things turn out in Gaping Maw, yet their presence is minor or behind the scenes. It's unlikely that the PCs ever learn the full extent of their involvement, but they are quickly summarized here for the DM.

Ahazu: If the PCs promised Ahazu the Seizer a replacement prisoner, Demogorgon certainly fits the bill, as do several other villains the PCs encounter during this adventure. But before Ahazu can seize the replacement, that creature must be killed. At the moment of death, the agent of said death must consign that creature to the Wells of Darkness by verbal proclamation, at which point the vacuum left by Shami-Amourae's vacancy can reach across the Abyss to take away the victim. If the PCs promised Ahazu a sacrifice but do not deliver on this promise, the repercussions are detailed in Concluding the Adventure.

Dagon: The obyrith lord Dagon is where Demogorgon first learned of the process for creating a savage tide. Dagon, being the ancient source of revelation he is, suspects that Demogorgon's bid to unleash the savage tide would indirectly result in his destruction, and as things draw to a close, the obyrith Prince of the Darkened Depths slips near to the waters surrounding the Shadowsea side of Wat Dagon and quietly attempts to claim the crown as his own as Demogorgon is slain..

Graz'zt: Like Dagon, Graz'zt lusts for Demogorgon's crown. The Dark Prince

is currently embroiled in a complex plot involving Lolth, but keeps an ear to the ground, likely paying his sometimes lover Iggwilv for whispered updates as the war progresses. Yet unlike Dagon, Graz'zt does not suspect Orcus, the PCs, and their other allies can defeat the Prince of Demons—how could they, when such a prize has eluded Graz'zt himself? Still, once the PCs confront Demogorgon, Graz'zt's hidden agents in Gaping Maw inform him, and the Dark Prince uses a secet portal to enter a secluded point in the Screaming Jungle so he'll be able to make a claim for the crown as well when the time comes.

The Savage Tide

Yet all this is, for the PCs, nothing more than a distraction. The outcome of the Battle of Gaping Maw is, in the end, irrelevant to what they are here to prevent—the savage tide. Although the details on where and how Demogorgon's planning on triggering the savage tide are secret, it should be a relatively simple matter for the PCs to determine what they need to know. If they recovered Bagromar's reports and other battle orders at the end of "Enemies Of My Enemy," 1d4 hours of investigation of the reports by someone who can read Abyssal reveals both the location and the method. Alternately, this information can be discovered through powerful divination spells like *commune, contact other plane, legend lore,* or *vision.* As the PCs soon learn, the problem isn't finding out where and how Demogorgon's going to trigger the savage tide, but how to get to the site in question.

All 34 of the *shadow pearls* seeded throughout the Material Plane are linked to a *master pearl* which is kept safe in an ancient structure perched on the shores of the Brine Flats. This structure is Wat Dagon, an ancient temple raised from the raw matter of the Abyss by devotees of the Prince of the Darkened Depths eons ago. Wat Dagon squatted on the shores of the Brine Flats before Demogorgon came to rule here, and it was the Prince of Demon's favored site for contacting Dagon for advice or to learn more secrets of the Abyss. It was here that Dagon taught Demogorgon how to craft *shadow pearls,* and it is deep within the building that the *master pearl* can be found.

Bagromar's notes indicate that the *master pearl* is the key Demogorgon intends to use to trigger the savage tide. The notes go on to indicate that, while the time is not yet right to trigger the tide (since the event requires a specific planar conjunction), that time draws quite near. You should set the timing of this event as fits best with your campaign style—if you want this adventure to be a race against the clock, you can set the conjunction for only a few days or hours in the future. In any event, it should be obvious that without the *master pearl* Demogorgon cannot trigger the savage tide.

Unfortunately, no information is available on how the *master pearl* can be destroyed or removed from Wat Dagon. Research into the nature of similar artifacts gives some clues, and it's certainly possible that *Mordenkainen's disjunction* can disable the *master pearl* as well—see page 95 for more details on how the PCs can defuse the pearl.

Making matters worse is the fact that Wat Dagon doesn't technically exist on Gaping Maw. It exists in the boundary between the 88th and 89th layers of the Abyss, "sandwiched" between Gaping Maw and Dagon's realm of Shadowsea. Wat Dagon is, in effect, a miniature layer of the Abyss of its own, a tiny demiplane (or "demilayer") with its own planar traits. Access to Wat Dagon is tightly controlled, and while the interdiction zone around Lemoriax functions, entrance into Wat Dagon is impossible without Demogorgon's consent.

PART TWO: THE BATTLE OF GAPING MAW

At the appointed time, as the forces of the eladrins and legions of Thanatos gather in their respective locations, Iggwilv and her apprentices begin to open a series of planar breaches using an epic spell she developed for just such an assault (she used the same magic many years ago to organize an invasion of the Flanaess, but was defeated by an artifact known as the *Crook of Rao*). There's no real need to run the battles between the PCs' allies and Demogorgon's armies—it's better to simply describe the mass battles at the times when the PCs are nearby. In any event, the PCs' goal on Gaping Maw should not be to aid Orcus or Gwynharwyf in their battles—these assaults are merely distractions meant to divert Demogorgon's attention and resources from Wat Dagon and the pearl within. This chapter presents several encounters that the PCs can take part in, encounters better handled by a small group of powerful characters rather than an army of eladrins or demons (whose strengths are better utilized against like threats elsewhere on Gaping Maw). Each of these encounters begins with a hook you can use to draw the PCs in; they can be accomplished in any order, and not all of them are necessarily required in order to achieve entrance into Wat Dagon. Yet each one of these encounters that the PCs handle before they attempt Wat Dagon's deadly gantlet will make their final task a little bit easier, for each of these encounters offers yet another chance to distract and confuse Demogorgon.

Although Iggwilv's magic can only open portals at five locations in Gaping Maw, she can send armies from nearly any point in the multiverse. The magic focuses on a specially prepared scepter, one of five that Iggwilv has prepared (one for each portal point). The commander of each group simply needs to plant the scepter in the ground at the location he wishes his end of the portal to open at. When Iggwilv activates the portals, they burst into being with a blast of electricity and thunder—reality ripples aside like a curtain, revealing the steaming landscape of Gaping Maw beyond. These portals can be anywhere from twenty to a thousand feet wide, depending upon the number of troops that need to move through, and remain open for only a very short time before

Iggwilv closes them—no one wants to let Demogorgon's forces leak out of Gaping Maw, after all.

Storming the Beach (EL 21)

The PCs can, of course, use their own resources to reach Gaping Maw, but it's nothing for Iggwilv to open up a portal for them to step through when she opens other portals elsewhere in Gaping Maw. A study of the portal points reveals that only one of the five is relatively unmanned—the "Shore Defense Battery," according to Bagromar's notes, has only about two dozen demons guarding the portal point. The beach is a natural bottleneck, too small to effectively stage a large invasion and edged at either sides by razor-sharp cliffs, yet if the PCs can seize the beach and the bunkers on the nearby hill, they'll be able to control one of the five portal points. Once the PCs have control of this site, Iggwilv leaves the portal open. As long as the PCs retain control of the portal site, they and their forces are only a teleport away from escaping Gaping Maw, but more to the point, the persistent portal should act like an itch Demogorgon can't scratch without sacrificing defenses from elsewhere. The beach portal may be small, but it's one more distraction in the war. If the PCs ask for aid, Gwynharwyf is willing to give them command of a group of nine bralani eladrins led by a ghaele eladrin.

Alternately, you can use this encounter as a template for any large battle that the PCs might find themselves in at the start of the adventure. If they decide to accompany one of the eladrin hosts, for example, they may be called upon to take out this battery before the host itself can advance.

A muddy beach sits at the edge of a vast tropical ocean, bounded to the left and right by jagged razor-sharp cliffs. The expanse of beach climbs gradually to a line of defensive fortifications a little over a hundred feet away. Craters and berms lie in the way of the approach to this fortified ridge, and a thick bank of dark green fog roils fifty feet above, blotting out views of an alien sky.

Iggwilv's portal manifests as a sphere of rippling energy just off the shore of the beach. When the PCs arrive, they can manifest within the portal itself or anywhere along the shoreline itself. The starting locations of their eladrin allies (if any) are indicated on the Storming the Beach map on page 66.

Creatures: In all, there are 26 demons defending the bunkers and the portal point site—twelve hezrous, eleven babaus, two mariliths, and a nalfeshnee—a formidable force to fight against, let alone run in combat as a D&D encounter. Take the time to map out the battlefield for the PCs beforehand and allow them to use the map to plan their attack; once they arrive, place all the demons that are visible but keep the others (including the locations of all the blast discs) hidden for now.

The demons are aware that an invasion could happen at any moment, and unfortunately, Iggwilv's portal is far from subtle. By the time the PCs and their eladrin allies have emerged, the demons are ready to fight.

Note that the bunkers are armed with powerful siege weapons—three force missile ballistae (each operated by a pair of babaus) and a pair of acid launchers (each operated by a marilith)—details on these magical siege engines are given in Appendix One.

Ghaele Eladrin: hp 65; *Monster Manual* 94.

Bralani Eladrins (9): hp 45 each; *Monster Manual* 93.

Nalfeshnee: hp 175; *Monster Manual* 45.

Mariliths (2): hp 216 each; *Monster Manual* 44.

Babaus (12): hp 66 each; *Monster Manual* 40.

Hezrous (13): hp 138 each; *Monster Manual* 44.

Tactics: Battles with numerous foes can be harrowing to run. Consider giving the PCs each a handful of eladrins to run during the battle so you can focus on the demons.

Before the Battle: The demons are on full alert, and even before the PCs arrive have several of their at-will spell-like abilities in effect.

- *Babaus: See invisibility.*
- *Hezrous:* None.
- *Nalfeshnee: Call lightning, unholy aura.*
- *Mariliths: Align weapon, magic weapon, unholy aura.*

First Round: On the initial round of combat, the demons quickly mobilize and prepare their defense as follows.

- *Babaus:* Each babau attempts to summon another babau, then orders any summoned babaus to teleport over to engage the invaders in melee.
- *Hezrous:* Each hezrou attempts to summon another hezrou, ordering any summoned demons to teleport over to engage the invaders in melee.

Difficult Terrain

The battlefield in this encounter presents several obstacles, as detailed below:

Muddy Beach: The ground between the shore and the ditch is muddy, making it difficult terrain (2 squares of movement per square, increase Tumble DC check by 2).

Blast Discs: Dozens of blast discs are buried under the sand and mud in the squares indicated on the map. A DC 35 Spot check allows someone to notice a square is warded by a blast disk the instant before they enter that square—creatures able to detect magic gain a +15 bonus on this check. Blast discs are detailed in Appendix One.

Craters: Each crater is five feet deep. Movement into or out of a crater requires a DC 10 Climb check.

Ditch: The ditch between the beach and the fortified ridge is ten feet deep. It's a DC 15 Climb check to move into or out of the ditch.

Razorvine Fence: The landward rim of the ditch is protected by a 10-foot-high fence made of metallic vines with razor-sharp leaves. Woodland stride allows a character to effortlessly pass through the plants, but other characters must force their way through with a DC 20 Strength check (2d6 points of damage per attempt) or hack through (hardness 5, hp 60 per five-foot section, Break DC 26).

Low Clouds: The roiling clouds 50 feet above are in fact a stationary *cloudkill* effect that extends for several hundred feet. This effect cannot be dispelled.

- *Nalfeshnee*: The nalfeshnee flies up into the cloud cover above, circling the battlefield but staying within five feet of the cloud's edge so he can see out but enjoys cover against attacks. His first act is to use an area *greater dispel magic* against the PCs.
- *Mariliths*: Each marilith puts up a *blade barrier* along the shore, attempting to catch as many characters as possible.

On the Beach: Against any targets on the beach, the demons use the following tactics.

- *Babaus*: The babaus inside the bunkers take up positions as indicated near the entrances and hide, readying an action to attack any enemy that enters the bunker. The six babaus outside, working in teams of two, use their *force missile ballistae* to fire upon random targets.
- *Hezrous*: The hezrous use *unholy blights* exclusively against the PCs, since they know eladrins are immune to *chaos hammer*.
- *Nalfeshnee*: The nalfeshnee's standard act is to blast targets with *call lightning*, but if the PCs ever group up, he hits them with a *slow*. If the PCs include a spellcaster whose magic seems particularly effective, he *feebleminds* that character.
- *Mariliths*: Each marilith, by using all six arms, can effectively fire an *acid launcher* once per round. They do so, targeting densely grouped packs of the enemy or singling out heavily armored foes (who are less likely to have good Reflex saves).

At the Bunkers: Once PCs or eladrins reach the bunkers, the demons switch to the following tactics.

- *Babaus*: The babaus hiding inside the bunkers attack from hiding to utilize sneak attacks; they are joined by the force missile crews only if few targets remain on the beach.
- *Hezrous*: Once foes reach the bunkers, they engage PCs in melee, with hezrous unable to reach them using *unholy blight* indiscriminately.
- *Nalfeshnee*: The nalfeshnee only turns his attention to the bunkers if no threatening targets remain on the beach. He can't easily fit inside the bunkers, but can land on the ground to the south to use his spell-like abilities against foes inside—his first act is to try to summon 1d4 more hezrous to send against the PCs.
- *Mariliths*: As soon as the PCs reach the bunkers, each marilith attempts to summon another marilth, then moves to engage the intruders in melee.

The demons fight to the death, so devoted to (and frightened of) Demogorgon that they avoid the standard trick of teleporting away when brought to low hit points. The price of failure is much worse than death on the battlefield in Demogorgon's army.

Development: Once the PCs gain control of the bunker, Iggwilv's portal is relatively safe. Surviving eladrins take over the site, with more arriving through the portal as needed to keep the total stationed here at a few dozen. This becomes a relatively safe place for the PCs to rest and recover, and the portal's constant flickering becomes yet another thorn in Demogorgon's side (with effects as detailed in the sidebar on page 92).

Death of the V Asphyxian (EL 23)

Orcus himself arrives in Gaping Maw at approximately the same time the PCs invade. His confrontation with Demogorgon is fated to go on for hours as the two battle throughout the towers of Abysm hundred of miles out to sea, but now and then, the roars of the two demon lords echo through the sky. Orcus planned his initial assault to coincide with an attack on Lemoriax, led by his armies. As detailed above, his opening gambit is to send in the V Asphyxian, a legion of nabassu demons and tieflieng mercenaries, to sacrifice themselves as a devastating first assault.

Unfortunately, the portal point closest to Lemoriax is also a trap, for Demogorgon augmented the Demos Horde located there with one of his deadliest minions—Arendagrost, the Maw of the Abyss—and ordered one of his partial clone generals, Tetradarian, to personally lead the defense of the region. Arendagrost and Tetradarian's armies caught the V Asphyxian completely off guard. As soon as the V Asphyxian emerged into Gaping Maw, Arendagrost took to destroying them with ravenous efficiency. At the same time, Tetradarian used a potent device created by Demogorgon, a *totem of negation*, to create a zone of dead magic in the area, locking out any further portals. The site protected from further invasion and the V Asphyxian legion destroyed, Tetradarian returned to Lemoriax, leaving Arendagrost to guard the *totem of negation*.

Not long after the PCs finish dealing with their own assault, one of them receives a brief message via *sending* from Iggwilv herself: "Lemoriax portal point compromised. Orcus's legions shut out. Arendagrost is present. If fixed, we can salvage the attack, but only if it's dealt with immediately." The site of the Lemoriax portal point is known to the PCs; if they can reach it within the hour, defeat Arendagrost, and remove the dead magic zone, the armies of Orcus can continue the attack. Attempts to recruit aid from the eladrins fail—Gwynharwyf and Celeste and their armies are locked in fantastic battles of their own. It's up to the PCs to open the way for the rest of Orcus's forces.

When the PCs arrive at the Lemoriax portal point, read them the following:

The jungle suddenly comes to an end at a blackened swath of char and blood. The desolate clearing sprawls for miles, only recently formed by the wicked blades and fell spells of demon spawn. A field of blasted stumps and ruin is all that remains of the once-tangled junglescape. In some places, the trees look burnt, in others they are melted, and still others appear frozen and shattered. Black blood, gore, and bile—still fresh from the stench of it—are splattered across mounds of dead fiends and other horrors. The calamity seems to have been complete, with no clear victors, almost as though both sides annihilated each other. At the center of the desolation stands a sinister totem, a ten-foot-tall pole of carved demon faces. A tattered battle standard bearing the black death's head emblem of Orcus's V Asphyxian Legion hangs from the totem, and dangling from its lower border by its hair is the decapitated head of the legion's undead general.

A search of the battlefield reveals the bodies of nabassu demons, tieflings, and various undead creatures, all branded with Orcus's symbol. A fair number of bar-lgura, hezrou, and babau are dead here as well, indicating that the battle wasn't completely one-sided.

The totem at the center of the clearing is a *totem of negation*, a powerful magic item that, when planted in the ground and activated, creates an immobile dead magic zone. Magic (including all spells, spell-like abilities, and supernatural effects) simply does not function in a 60-foot radius around the *totem*, which effectively prevents even Iggwilv's epic magic from opening a portal here. A *totem of negation* is fantastically expensive and time-consuming to create—Demogorgon assumed that an invading army would only attempt to use the portal point nearest Lemoriax, one of many assumptions that may well cost him dearly.

Creatures: The horror that was left behind by Tetradarian to clean up the battle field and guard the *totem of negation* remains, though it has burrowed beneath a mound of corpses 60 feet from the outer edge of the dead magic zone. Only one of his three heads remains above ground, and even it remains partially covered in the dead. In this position, since only one of his heads is exposed, Arendagrost's penalty to Hide checks from size is negated (effectively granting him a +12 bonus on his Hide check).

Arendagrost: hp 456; see Appendix Two.

Tactics: Arendagrost lies in wait until creatures approach within 120 feet (at which point he bursts from the ground, charging the closest foe to bite on the surprise round) or are about to enter the dead magic zone (in which case he emerges and roars a challenge if foes aren't in range of a charge). Arendagrost retreats into the dead magic zone if faced with powerful magic, using Fly-By Attack to swoop out of the zone as necessary so that he ends his turn back inside. Arendagrost's breath weapons and death gaze don't function in the dead magic zone, but his physical attacks, fast healing, immunities, and damage reduction certainly do.

Development: Arendagrost is closely tied to Demogorgon, and the monster's destruction is felt by the Prince of Demons as a sudden pang of rage. Demogorgon certainly doesn't mourn the death of his monstrous offspring, but it does add one more distraction to the list.

The *totem of negation* must be uprooted or destroyed to remove the dead magic zone. Once the PCs do so, Iggwilv opens a portal moments later and Orcus's IX Exsanguinos legion (a legion of vampire warlocks and fighters) and the XIII Decapitus legion (blood fiends, nabassu rogues, death giants, and nightwalkers) pour through to establish a base of command. The commanders of this legion ignore the PCs for now, instead marshalling their forces for the short march to Lemoriax where they intend to lay siege to the city.

Although the IX Exanguinos has its own commander, the leader of the XIII Decapitus legion currently acts as a general for both legions. This imposing menace is the Skull King **Quah-Nomag** (NE male human [ogre-blooded] cleric 14/thrall of Orcus 3). He knows that Lemoriax is protected by a powerful interdiction zone and curtly asks the PCs to accompany his legions to the edge of this zone—their skills may be of use therein.

Master of Assassins (EL 22)

Demogorgon knows about the PCs, and knows they seek to prevent the savage tide. Once the PCs arrive on Gaping Maw and begin to take part in the assault, he knows it's time to handle them. While unable to personally confront them (especially if Gwynharwyf and Orcus are persent on Gaping Maw), he does have a large number of assassins at his beck and call. And one of the deadliest of these is the bar-lgura assassin Ulu-Thurg.

Creatures: This encounter can occur at any time—even after the PCs have invaded Wat Dagon, although this adventure assumes it takes place not long after Arendagrost's death. Demogorgon senses Arendagrost's destruction and orders Ulu-Thurg to travel to the Lemoriax portal point as soon as he can gather his forces. The amount of time this takes is left to you, but as long as they don't dally, the PCs should have plenty of time to destroy the *totem of negation*. Ulu-Thurg arrives as Orcus's armies are deploying and decides to bide his time, waiting for a good moment to strike against the PCs.

Ulu-Thurg, Demogorgon's master of assassins, resembles a lanky, six-fingered demonic orangutan. He leads a group of war ape brutes, powerful savages culled from the wild fiendish dire ape tribes of the Screaming Jungle and awakened through Demogorgon's malevolence.

ULU-THURG **CR 21**

Advanced bar-lgura sorcerer 6/assassan 8
CE Large outsider (chaotic, evil, tanar'ri)
Fiendish Codex I: Hordes of the Abyss 29
Init +4; **Senses** darkvision 60 ft., Listen +24, Spot +24
Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 25, touch 15, flat-footed 21; improved uncanny dodge, Dodge, Mobility
hp 318 (28 HD); **DR** 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 16
Fort +20, **Ref** +20, **Will** +17

Spd 40 ft., climb 20 ft.
Melee* *Heartsipper* +33/+28/+23/+18 (2d6+28/19–20/×3 plus wounding plus vicious) and
bite +25 (1d8+11) or
2 claws +29 (1d8+17) and
bite +25 (1d8+11)
Space 10 ft.; **Reach** 10 ft.
Base Atk +23; **Grp** +39
Atk Options death attack (DC 21), pounce, sneak attack +4d6, Combat Expertise, Power Attack, Spring Attack
Special Actions abduction, *summon tanar'ri*
Sorcerer Spells Known (CL 10th, +29 ranged touch)
3rd (4/day)—*haste*
2nd (6/day)—*bull's strength, mirror image*
1st (7/day)—*mage armor, magic missile, ray of enfeeblement, shield*
Assassin Spells Known (CL 8th)
4th (1/day)—*freedom of movement, glibness, greater invisibility*
3rd (4/day)—*deeper darkness, false life,*

magic circle against good, misdirection
2nd (4/day)—*alter self, cat's grace, fox's cunning, pass without trace*
1st (4/day)—*feather fall, jump, obscuring mist, true strike*

Spell-Like Abilities (CL 14th)
At will—*darkness, cause fear* (DC 15), *dispel magic, greater teleport* (DC 23), *see invisibility, telekinesis* (DC 19)
2/day—*disguise self, invisibility, major image* (DC 17)
*5-point Power Attack

Abilities Str 34, Dex 16, Con 25, Int 16, Wis 12, Cha 18
SQ hide in plain sight, poison use, summon familiar (none)
Feats Ability Focus (abduction), Combat Expertise, Dodge, Improved Critical (spear), Improved Toughness (+1 hp/HD), Power Attack, Practiced Spellcaster (+4 sorcerer CL), Mobility, Spring Attack, Weapon Focus (spear)
Skills Balance +21, Bluff +9, Climb +28, Concentration +32, Disguise +9 (+11 acting), Hide +44, Intimidate +23, Jump +41, Listen +24, Move Silently +34, Spot +24, Spellcraft +7, Tumble +22, Use Magic Device +19
Possessions *ring of protection +3, ring of chameleon power, Heartsipper (+3 wounding vicious spear), badge of passage* (see Appendix)

Pounce (Ex) If a bar-lgura charges a foe, it can make a full attack.
Abduction (Su) Unlike most tanar'ri, a bar-lgura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 23 Will save to resist being transported. The save DC is Charisma-based.
***Summon Tanar'ri* (Sp)** Once per day, a bar-lgura can attempt to summon another bar-lgura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 14th).

War Ape Brutes **CR 16**
Awakened advanced fiendish dire ape warrior 9
CE Large magical beast (augmented animal)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +9, Spot +9
Languages Abyssal

AC 22, touch 11, flat-footed 20; Dodge
hp 212 (25 HD); **DR** 10/magic
Resist cold 10, fire 10; **SR** 25
Fort +19, **Ref** +15, **Will** +14

Spd 20 ft., climb 10 ft.
Melee* +1 *human bane spear* +25/+20/+15/+10 (2d6+23/×3) and bite +18 (1d8+9) or 2 claws +23 (1d6+13) and bite +18 (1d8+9)
Ranged mwk spear +23 (2d6+8/x3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +21; **Grp** +33
Atk Options rend 2d6+12, smite good 1/day (+20 damage), Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack
*5-point Power Attack

Abilities Str 26, Dex 15, Con 16, Int 9, Wis 12, Cha 9
Feats Alertness, Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Toughness, Weapon Focus (spear)
Skills Climb +12, Listen +9, Jump +13, Move Silently +6, Spot +9
Possessions *+1 human bane spear,* masterwork spear, masterwork breastplate, masterwork mithral heavy shield

Tactics: Ulu-Thurg stalks the party for a time after he first spots them to observe their abilities, eventually setting up an ambush with the war apes if the PCs are traveling by foot, or waiting for a chance to strike as they camp. When the attack begins, the war apes first throw their spears and then charge into melee. Ulu-Thurg takes the opportunity to teleport in and attempt to abduct a PC to a remote location deep in the Screaming Jungle, where he tries to slay him individually before returning to the fight to repeat his attack on another PC.

Demonic Détente

Although demons and undead are tireless in their lust for destruction, there is little wisdom to forcing constant battle. As the IX Exsanguinos and XIII Decapitus legions near Lemoriax, the commanders call for a halt to organize and prepare for the siege. Fully 50,000 undead and demons, eager to begin the fight, reluctantly settle in an immense camp on a ridge at the edge of a boggy plain, several miles from Lemoriax and at the edge of what is known as the interdicted region.

This area is a spherical zone that surrounds the city of Lemoriax to a range of 10 miles (which includes Wat Dagon); this zone duplicates the effects of a massive *forbiddance* spell, preventing entry via teleportation, *plane shift*, and all other planar travel spells. Astrally projected and summoned creatures cannot enter, and summoning spells fail automatically when used within the zone. These restrictions apply only to those who have not sworn oaths of loyalty to Demogorgon—his minions and the majority of Lemoriax's denizens can teleport and summon within the zone easily. As long as the zone remains active, Orcus's armies remain reluctant to approach.

The interdiction zone is maintained by Demogorgon's will, but the immense ziggurat at the center of Lemoriax, a step-pyramid known as Demogorgon's Throne, acts as the focus. If this focus is disrupted, the interdiction zone fails and Orcus's armies can lay siege to the capital city of Gaping Maw. Unfortunately for the PCs, none of Orcus's legions or their commanders want to enter the zone—the task of disrupting it falls to the party.

If the PCs did not accompany Quah-Nomag from the portal point, he contacts them with a request phrased more like a demand via *sending*: "If you wish Orcus's legions to provide a distraction, you will come to me now. You are needed at the edge of the interdicted zone."

Quah-Nomag is an imposing man, a towering figure with the blood of ogres in his veins. Instrumental in restoring Orcus to life after the Prince of Undeath's time as Tenebrous, Quah-Nomag is one of Orcus's favorite minions. As the PCs reach his side, he explains that not only does the interdiction zone present a severe tactical disadvantage, but one of Demogorgon's largest armies, the Demos Horde, is camped nearby. Before Orcus's legions can lay siege to Lemoriax and provide the distraction the PCs need to enter Wat Dagon, the Demos Horde and the interdiction zone must be removed.

The Demos Horde (EL 22 or 24)

Though the Demos Horde outnumbers the two legions under his control, Quah-Nomag notes with a smirk that he has his own means of evening the playing field, noting that each enemy that falls provides his necromancers with a new conscript. Even so, he does not relish the thought of confronting a force so large as the Demos Horde. Yet a horde of demons is only as strong as its commander, and if the Demos Horde were to lose its leader, Quah-Nomag's armies could shatter it with ease.

The question of who commands the Demos Horde, however, depends on how the PCs handled Part Six of "Enemies Of My Enemy." Normally, the Demos Horde is commanded by General Tetradarian, one of two partial clones grown from Demogorgon's own body. If the PCs managed to convince the other clone, General Bagromar, to turn against his brother Tetradarian, then command of the Demos Horde has fallen to a lesser (but still powerful) demon named Gromsfed the Drowned. Tetradarian and Bagromar clash elsewhere on Gaping Maw, their jealousy-fueled battle destined to carry on until one slays the other or Demogorgon intervenes. As long as this adventure continues, neither of these events is likely to occur. If the PCs didn't convince Bagromar to turn against his brother, though, both Gromsfed and Tetradarian command the Demos Horde, and defeating them becomes a bit harder.

Not long after the PCs meet with Quah-Nomag and learn of what he wants them to do, a flock of ragged vargouilles flutters out of the trees toward them. Battered and ruined, having escaped the Demos Horde with only a few of their number intact, the vargouille spies report to the Skull King on the location of General Tetradarian' command post. In general layout, the Demos Horde camp is similar to that of General Bagromar's camp (for a map, see page 81 of *Dungeon* #149). Nearly 100,000 demons dwell in this camp, many of which can *see invisibility* or possess *true seeing*. Combined with the interdiction zone's blockage of teleportation spells, there remain very few ways for the PCs to reach the command tent without arousing the wrath of tens of thousands of demons.

Stealth combined with a high-arcing, high-speed flightpath that descends down toward the tent (such as via *wind walk*) should get the PCs to the tent quickly enough while alerting few enough guards. With a DC 40 Diplomacy check, they can even convince Quath-Nomag to send a group of a few thousand troops on a suicide mission to attack the Demos Horde, creating a distraction that should allow the PCs the chance to reach the command tent quickly and without being noticed (Neither Tetradarian nor Gromsfed bother to personally respond to an insignificant attack by only a few thousand demons.) For further advice on infiltrating a demonic camp like this, consult the encounter "Bagromar's Camp" on pages 80–81 of *Dungeon* #149.

Creatures: General Tetradarian's devilhide command tent is 60 feet in diameter, and is supported by nine adamantine poles around a thicker central pole. These hold the tent roof 40 feet off the ground. The interior is dim and smoky, and characters who participated in the raid of Bagromar's tent might experience a wave of déjà vu upon entering, for a one-headed version of Demogorgon awaits them inside. Standing nearby is a 30-foot-tall demon with the blackened skin of a frost-bitten corpse, red batlike wings, four arms, a snarling orcish head, and a massive gaping mouth in his abdomen flanked by a set of scythelike pincers. His stench is horrible, and his sodden flesh is covered with bluish patches.

This is General Tetradarian and his second-in-command, War Secretary General Gromsfed the Drowned. Normally stationed at Ungorth Reddik, Gromsfed came here to aid in coordinating the defense of Lemoriax. Once a brilliant sea captain and devotee of Demogorgon, Gromsfed's fleet was drawn through a maelstrom into the aquatic realm of Shadowsea. Unable to escape, the captain drowned. He was returned to Gaping Maw later by Dagon in his current undead form as a gift to Demogorgon. Despite his aquatic subtype, Gromsfed retains a phobia of open water. To utilize his tactical brilliance, Demogorgon removed him from his shipboard command and appointed him as his secretary of war to coordinate the defense of the Gaping Maw as well as raids against the Prince of Demons's many enemies.

General Tetradarian CR 23

Clone of Aameul

Fiendish Codex I 61

CE Huge outsider (aquatic, chaotic, evil, tanar'ri)

Init +12; **Senses** darkvision 60 ft., true seeing; Listen +36, Spot +36

Languages Abyssal, Aquan, Common; telepathy 300 ft.

AC 48, touch 17, flat-footed 40; Dodge, Mobility

hp 499 (27 HD); fast healing 10; **DR** 20/cold iron and good

Immune critical hits, electricity, mind-affecting, poison

Resist acid 10, cold 10, fire 10; **SR** 36

Fort +29, **Ref** +23, **Will** +21

Spd 35 ft. in breastplate (50 ft. base), swim 50 ft.

Melee 2 tentacles +39 (1d8+14 plus rot) and bite +35 (2d6+7) and tail slap +35 (2d6+7 plus energy drain)

Space 15 ft.; **Reach** 15 ft.

Base Atk +27; **Grp** +49

Atk Options Combat Expertise, Spring Attack, Whirlwind Attack

Special Actions gaze attack, *summon tanar'ri*

Spell-Like Abilities (CL 20th)

At Will—*astral projection, contagion* (DC 22), *desecrate, detect good, detect law, fly, greater dispel magic, greater teleport, project image, telekinesis* (DC 24), *unhallow, unholy blight* (DC 23)

3/day—*feeblemind* (DC 24), *symbol of death* (DC 27)

1/day—*dominate person* (DC 28)

Abilities Str 38, Dex 27, Con 38, Int 26, Wis 22, Cha 28

SQ amphibious

Feats Combat Expertise, Combat Reflexes, Dark Speech, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Spring Attack, Whirlwind Attack

Skills Bluff +39, Concentration +44, Diplomacy +43, Intimidate +41, Jump +52, Knowledge (arcana) +38, Knowledge (history) +38, Knowledge (nature) +38, Knowledge (the planes) +38, Listen +36, Move Silently +38, Search +38, Sense Motive +36, Spellcraft +40, Spot +36, Swim +52

Possessions *+5 heavy fortification breastplate*

Amphibious (Ex) Even though Tetradarian has the aquatic subtype, he can survive indefinitely on land.

Energy Drain (Su) Any living creature hit by Tetradarian's tail slap gains 1d4 negative levels. For each negative level bestowed, Tetradarian heals 5 points of damage. If the amount of healing is more than the damage he has taken, he gains any excess as temporary hit points. It's a DC 37 Fortitude save to remove one of these negative levels.

Gaze Attack (Su) Tetradarian's gaze is the equivalent of a *charm monster* spell (Will DC 32 negates) with a range of 30 feet.

Rot (Su) Any living creature touched by Tetradarian's tentacles must succeed at a DC 37 Fortitude save or its flesh and bones begin to rot. The creature takes 1d6 points of Constitution damage immediately and 1 point of Constitution damage every hour thereafter until it dies or a *remove disease* spell is cast. The spell stops further damage, but lost Constitution points return only with natural healing and cannot be restored with magic.

***Summon Tanar'ri* (Sp)** Once per day Tetradarian can automatically summon 1d8 vrocks, 1d6 hezrous, 1d4 glabrezu, 1d3 nalfeshnees, 1 marilith, or 1 balor.

War Secretary-General Gromsfed the Drowned CR 22

Klurichir demon drowned one warchief 4

CE Huge undead (augmented outsider, chaotic, evil, tanar'ri, water)

Dungeon #106 48, *Fiend Folio* 48, *Miniature's Handbook* 24

Init +2; **Senses** darkvision 60 ft., see invisibility, soulsense 60 ft., Listen +31, Spot +31

Languages Abyssal, Celestial, Common, Celestial, Draconic, Ignan, Undercommon; telepathy 100 ft.

Aura fear 30 ft. (DC 27), nauseating appearance 20 ft. (DC 27)

AC 38, touch 10, flat-footed 36

hp 185 (24 HD); **DR** 15/cold iron and good

Immune electricity, undead traits, water pressure

Resist acid 10, cold 10, fire 10; **SR** 36

Fort +20, **Ref** +19, **Will** +26

Weakness sunlight powerlessness

Spd 25 ft., fly 90 ft. (poor), swim 50 ft.

Melee* *+3 battleaxe* +34/+29/+24/+19 (3d6+32/19–20/×3 plus disease) and 2 pincers +29 (2d6+12/19–20 plus disease)
or
slam +31 (1d8+20 plus disease) and 2 pincers +29 (2d6+12/19–20 plus disease)

Ranged spines +12 (2d6+12 plus poison plus disease)

Space 15 ft.; **Reach** 15 ft.

Base Atk +23; **Grp** +46

Atk Options disease, improved grab (pincers), poison (DC 26, 2d4 Str/2d4 Str), rend 2d6+22, vorpal pincers +29 (2d6+20/19–20 plus vorpal), Cleave, Great Cleave, Power Attack

Special Actions tribal frenzy, *summon tanar'ri*

Sorcerer Spells Known (CL 10th, +36 melee touch, +23 ranged touch)

5th (4/day)—*wall of force*

4th (6/day)—*dimensional anchor, lesser globe of invulnerability*

3rd (8/day)—*displacement, haste, fireball* (DC 20)

2nd (8/day)—*glitterdust* (DC 19), *false life, Melf's acid arrow, mirror image*

1st (8/day)—*mage armor, magic missile, ray of enfeeblement, shield, shocking grasp*

0 (6/day)—*arcane mark, daze* (DC 17), *disrupt undead, flare* (DC 17), *mage hand, open/close, prestidigitation, ray of frost, resistance*

Spell-Like Abilities (CL 20th):

At will—*blasphemy* (DC 24), *deeper darkness, desecrate, detect good, detect law, dispel good* (DC 22), *fear* (DC 21), *greater dispel magic, magic circle against good, mass charm monster* (DC 25), *mass*

Gromsfed the Drowned

suggestion (DC 23), *pyrotechnics* (DC 19), *read magic, symbol* (any) (DC varies), *telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy aura* (DC 25), *unholy blight* (DC 21), *wall of fire*

3/day—*destruction* (DC 24), *enervation, fire storm* (DC 24), *implosion* (DC 26), *slay living* (DC 22)

*5-point Power Attack

Abilities Str 40, Dex 14, Con —, Int 20, Wis 22, Cha 25

SQ hivemind, turn resistance +4

Feats Cleave, Great Cleave, Improved Critical (battleaxe), Improved Critical (pincers), Improved Toughness (+1 hp/HD), Iron Will, Leadership, Multiattack, Power Attack

Skills Bluff +34, Concentration +25, Diplomacy +36, Intimidate +36, Knowledge (history) +28, Knowledge (the planes) +28, Listen +31, Sense Motive +33, Spellcraft +28, Spot +31

Possessions *cloak of resistance +4, +3 battleaxe, rod of rulership* (200 minutes)

Deep Water Adaptation (Ex) Gromsfed is immune to water pressure damage from deep water.

Disease (Su) Victims of this supernatural disease grow lethargic and feeble as their muscles and skin turn blue like a drowned corpse. Bluerot—weapon or natural attacks, Fortitude DC 26, incubation period 1 minute, damage 1d8 Strength. If Strength is reduced to 0 it deals 1d8 Con. A victim that dies of bluerot rises as a drowned one at the next sunset. The save DC is Charisma-based.

Hivemind (Ex) Gromsfed can communicate telepathically with other drowned ones to a distance of 10 miles.

Improved Grab (Ex) To use this ability, Gromsfed must hit a creature at least on size category smaller with a pincer attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can make vorpal pincer attacks against the held creature in subsequent rounds. He can hold a creature in his pincers without being considered grappled, without taking the usually penalties for grappling, and without tanking the usual –20 penalty on his grapple check.

Fear Aura (Su) As a free action, Gromsfed can produce a fear effect that functions like a *fear* spell (caster level 20th) except that it affects all creatures within a 30-foot radius (Will DC 27). Any creature that successfully saves cannot be affected by the fear aura for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Nauseating Appearance (Su) Gromsfed's appearance is supernaturally horrifying. All living creatures within 20 feet that can see him in his natural form must make a Fortitude save (DC 27) or be nauseated for 1 round. A new saving throw is required for all creatures in the area each round. This is a mind-affecting effect. The save DC is Charisma-based.

Rend (Ex) If Gromsfed hits a single target with both pincers, they latch onto the opponent's body and tear the flesh. This attack deals 2d6+18 points of damage. He cannot use this ability in conjunction with improved grab, so he typically uses this attack on creatures too large for him to grapple.

See Invisibility (Su) This ability functions as a *see invisibility* spell except it is always active and its range extends to the limits of Gromsfed's vision.

Soulsense (Su) Gromsfed constantly senses the presence of intelligent life in a 60-foot cone-shaped emanation. This ability functions identically to *detect undead*, save that it allows him to detect the auras of living creatures with Intelligence scores of at least 3.

***Summon Tanar'ri* (Sp)** Once per day, Gromsfed can automatically summon 4d10 quasits, 1d6 hezrous, 2 nalfeshnees, 2 glabrezus, or 1 marilith. This ability is the equivalent of a 9th-level spell.

Sunlight Powerlessness (Ex) Gromsfed is powerless in natural sunlight (not a problem on Gaping Maw), unless it is filtered through at least 1 foot of water. If caught in sunlight, he cannot attack and can take only a single move action each round.

Tribal Frenzy (Ex) Gromsfed can spur other nearby demons into a primal frenzy, granting allied demons within 30 feet a +4 enhancement bonus to their Strength score, but dealing 1 damage to them each round for every Hit Die they posses. This ability can be activated at will as a standard action, and once activated lasts as long as Gromsfed continues to maintain it (a free action).

Vorpal Pincers (Su) If Gromsfed begins a turn with a creature held in his pincers, he can make one vorpal pincers attack against that opponent each round. This attack has a +29 attack bonus and deals 2d6+20/19–20 points of damage with a successful attack. On a critical hit, the pincers sever the opponent's head from its body.

Tactics (Gromsfed only): If Tetradarian is not present due to a conflict with his clone brother Bagromar, only Gromsfed is encoutnered here. Unlike Tetradarian, Gromsfed has no interest in chatter—he immediatley attacks the PCs. If reduced to less than 30 hit points, he attempts to teleport to Lemoriax to recover, but this has the same effect on the Demos Horde in the short run as if the PCs killed him.

Tactics (Tetradarian and Gromsfed present): While Gromsfed is obviously startled by the PCs' sudden appearance, Tetradarian seems mildly amused—as if he was possibly expecting the PCs. Unless the PCs initiate immediate hostilities, Tetradarian addresses them civilly and calmly introduces them to the war-secretary general. Tetradarian recognizes the party from the reports of spies who have been shadowing them for the last few months. He also knows them from their recent encounter with Bagromar, whether his clone brother survived or not.

Like his clone twin, Tetradarian fancies himself the dominant commander of Demogorgon's armies. He sees in the PCs something that could shift the balance of power in his favor if utilized properly. Yet before any deal can be struck with Tetradarian, he must first take care of a potential witness against him—Gromsfed. After his almost pleasant introductions, Tetradarian calmly orders Gromsfed to slay the foolish intruders and then returns to studying the reports on his desk, only occasionally glancing up to observe events in the battle.

Gromsfed takes to the order with glee, but once he drops to less than 30 hit points he flees to Tetradarian's side to beg the general for aid. At this point, General Tetradarian joins the battle, but as allies to the PCs. Gromsfed attempts to teleport to Abysm to report about Tetradarian's apparent treason to Demogorgon, so the PCs and Tetradarian have, at best, only a round to finish off the undead demon. Yet even if Gromsfed escapes, Demogorgon is busy battling Orcus—no immediate repercussions occur (and Tetradarian likely tracks him down to finish the job before Gromsfed gets Demogorgon's attention, in any event).

Once Gromsfed is dealt with, Tetradarian's calm returns, and he invites the PCs to have a seat once they are finished looting their victim. Tetradarian's attitude at this point depends on how the encounter with Bagromar ended in the last adventure. If Bagromar was slain, Tetradarian's initial attitude is indifferent—otherwise he is unfriendly. If the PCs can adjust Tetradarian' attitude to helpful, he is willing to withdraw his horde to Lemoriax, as long as the PCs can show some benefit to him as a result, as well as providing reassurances that they do not wish to overthrow Demogorgon—the savage tide doesn't really matter to Tetradarian (in fact, he worries about what it might do to the power structure of Gaping Maw).

Development: If the PCs destabilize the Demos Horde by simply killing its commander(s), it doesn't take long for the demons to turn on themselves in a violent riot as lesser commanders attempt to seize control of the horde. This is the sign Quah-Nomag is waiting for—he sends in both of his legions to assault the horde and, within a matter of minutes, breaks its back. Demons allied with the horde teleport away in droves, and the few loyalists who remain behind are slaughtered quickly and mercilessly, their bodies animated and recruited to swell the legion's ranks by the necromancers.

The Siege of Lemoriax (EL 23 or 24)

The disruption of the Demos Horde is only half of the problem—the interdicted zone remains regardless of the horde's fate. Quah-Nomag readies his legions for the siege of Lemoriax, but until the PCs do something to disrupt the zone he refuses to begin.

If the Demos Horde was madness to infiltrate, Lemoriax is suicide. The capital city of Gaping Maw, Lemoriax is also one of the most densely-populated pits of demonic evil in the Abyss. The city's burning streets and twisted towers are home to well over three million demons, and untold more monsters and menaces dwell in the catacombs and sewers that stretch for miles beneath the planar metropolis. Infiltrating the city is more than an adventure in and of itself—it's its own campaign, and likely something that the PCs simply don't have the time or resources to attempt if they wish to prevent the Savage Tide.

The interdiction zone was created recently by Demogorgon, one of several adjustments to Gaping Maw made after

the Prince of Demons finally admitted to himself that the rumors of an army massing against him had some basis in fact. Normally, mortal intervention could have little effect on the whims of a demon lord on his home plane, yet with the war in full swing, Demogorgon's resources are spread thin.

Although the tallest ziggurat in Lemoriax, Demogorgon's Throne, is the focus of the interdiction zone, and the destruction of the pyramid would probably result in the zone's collapse, the pyramid is approximately a mile from the city walls in all directions. Without the ability to teleport, any approach toward the pyramid is opposed by countless demons ranging from lowly mobs of dretch up to platoons of bar-lgura archers stationed atop mobile battlements on the shoulders of goristro demons led by balor generals. An all-out assault on Demogorgon's Throne is beyond the scope of this adventure, but fortunately for the PCs there is a simpler way to disrupt the zone, for it is as much maintained by the Throne as by Demogorgon's will. If the PCs can create a shocking enough distraction at Lemoriax's walls, the interdiction zone falters and fails. And once Quah-Nomag's legions begin teleporting in, the influx of the enemy keeps the zone from returning. Any PC who uses magic to observe the strange auras of the interdiction zone (via *detect magic*, *arcane sight*, or the like) can make a DC 35 Spellcraft check to determine these facts, yet the method of creating such a distraction is left to their imagination. A party of 20th-level characters is quite capable of any number of distractions that suffice to disrupt Demogorgon's concentration on the zone at this point—the two most likely examples are detailed below.

Mass Destruction: If the PCs can destroy up to 200 HD in demons (of any combination) within a ten-minute span along Lemoriax's walls, the sudden wash of unexpected carnage is enough to distract Demogorgon long enough for Quah-Nomag's armies to teleport in.

Unleashing Obox-ob: If the PCs managed to capture the aspect of Obox-ob within the *Iron Flask of Tuerny the Merciless* in "Enemies Of My Enemy," the solution is simple. If the aspect is released at the walls of Lemoriax, he immediately realizes that it stands at the edge of his hated enemy's capital city and begins mercilessly slaughtering demonic guardians and ruining city walls before moving into the city itself. As long as the PCs do not approach Obox-ob too closely, they are ignored by the Prince of Vermin. While the aspect's assault on Lemoriax does not damage the city that much before the pressing mass of demonic denizens take the aspect of Obox-ob apart, the unexpected manifestation of yet another of Demogorgon's enemies on Gaping Maw is all that's required to cause his concentration to falter and to disrupt the interdiction zone. In fact, the PCs can achieve this result by releasing Obox-ob anywhere within the zone, but unless they do so within the proximity of Lemoriax, the Prince of Vermin doesn't have an obvious target on which to vent his wrath, and immediately turns on the PCs. If they become necessary, stats for Obox-ob's CR 22 aspect can be found in *Fiendish Codex I* or in DUNGEON #149.

Development: If the PCs carry the *Iron Flask of Tuerny the Merciless*, Iggwilv teleports to their side once the interdiction zone fails. Even if they accomplished this via other means and Obox-ob remains within the flask, Iggwilv congratulates the PCs on their progress before demanding they hand over the flask. If they protest, she reminds them that each of them owes her a favor for the aid she has provided them to this point, and that relinquishing the flask to her absolves one of them of this favor. Iggwilv has big plans for *Tuerny's Flask*, and if the PCs resist, she has no qualms about taking the flask by force. If they become necessary, Iggwilv's stats can be found on pages 50–51 of DUNGEON #149—hopefully the PCs know better than to anger the Witch Queen.

PART THREE: TO STEM THE TIDE

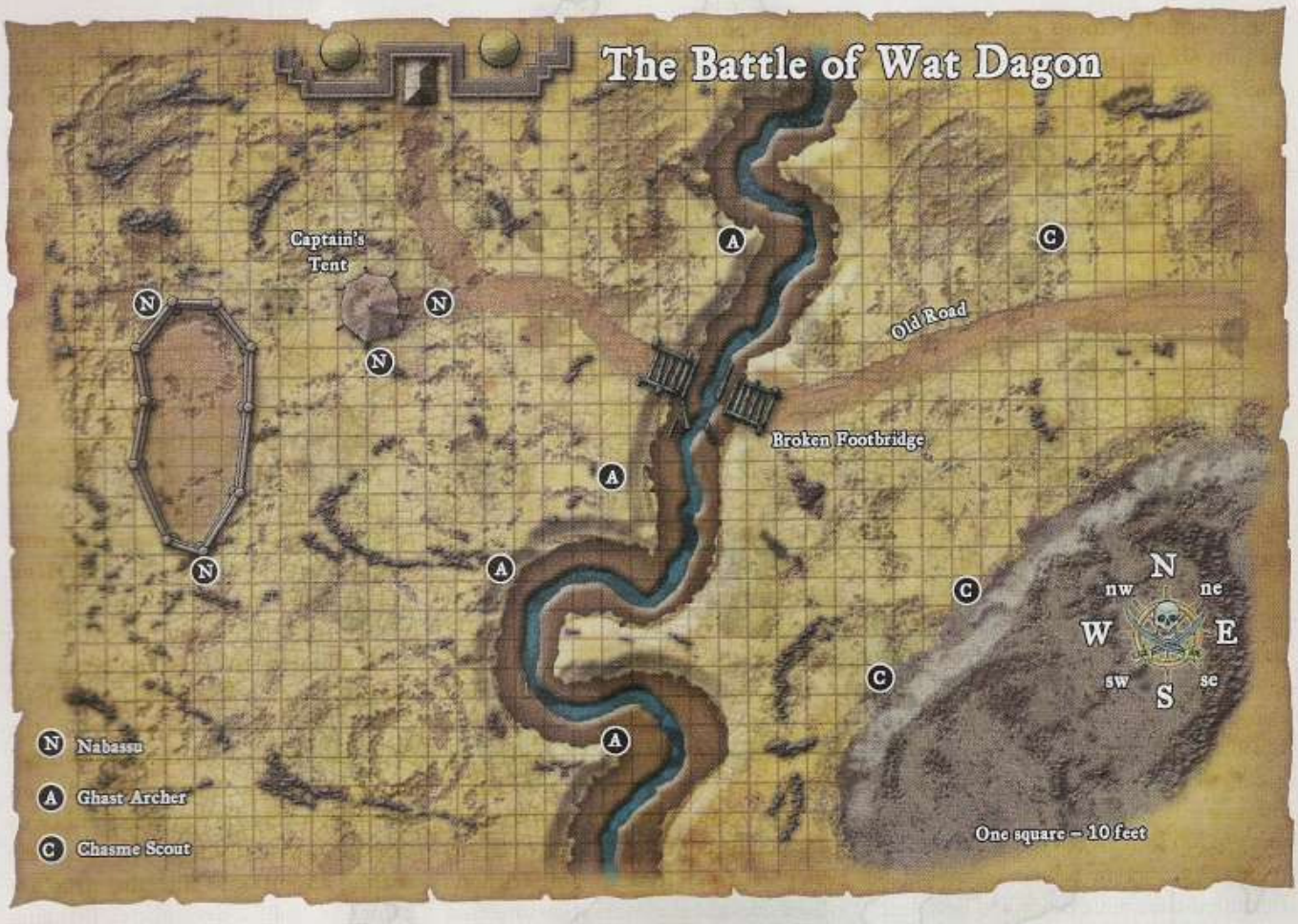
The true tests awaiting the PCs, however, are not to be found on the field of battle, but at an ancient edifice perched upon the shores of the Brine Flats. This is Wat Dagon, an ancient temple that predates Demogorgon's habitation of the Gaping Maw. Constructed during the time-misted ages of the obyriths in tribute to the obyrith lord Dagon, the edifice remained behind after Dagon's retreat to the lightless depths of the Shadowsea. When Demogorgon claimed Gaping Maw as his own, he discovered Wat Dagon already in ruins. The canny Prince of Demons explored it, and in so doing came into contact with Dagon for the first time. The alliance born of that initial encounter has since become one of Demogorgon's greatest assets, for the secrets revealed to him by Dagon have been potent revelations indeed.

It was in Wat Dagon that Demogorgon learned how to construct *shadow pearls*, and it is within the temple's heart that the *master pearl*, a device capable of triggering the *shadow pearls* on the Material Plane, can be found. Yet reaching its chamber may prove to be the most difficult and dangerous task the PCs have ever faced, for Wat Dagon is its own realm, with its own rules and reality. Even before the PCs can enter the structure, two things bar their progress. First, the interdiction zone that covers the region around Lemoriax also wards Wat Dagon, effectively sealing all entrance into the structure (which is, itself, a demiplane). Bringing down the interdiction zone removes this barrier, but there remains another obstacle—Demogorgon's armies may be engaged elsewhere on Gaping Maw, but that doesn't mean he left the approach to Wat Dagon undefended.

The Battle of Wat Dagon (EL 22)

The land approach to Wat Dagon is the least guarded, with the sea beyond practically boiling with armies of ixitxachitls, fiendish krakens, and other sea monsters. In any event, the only entrance into Wat Dagon is via the double doors at area 1.

With the exception of the old road, the ground in this region is muddy and wet, counting as difficult terrain for creatures not under a *freedom of movement* effect. The stream that winds through the region is at the bottom of a five-foot-deep gully; it's a DC 10 Climb check to move into or out of this gully. The stream itself is highly acidic—a splash does 1d6 acid damage, while a creature standing in the five-foot-deep stream takes 10d6 acid damage a round. The air in the gully to



a distance of 10 feet from either edge is poisonous as well—any creature in this area must make a DC 20 Fortitude save or take 2d6 Constitution damage (initial and secondary damage is the same).

An area about a hundred feet from Wat Dagon has been fenced off by stone walls. This corral once held a large number of undead warbeasts that have since been sent to aid the battle elsewhere.

Creatures: Demogorgon has entrusted the defense of Wat Dagon to one of his most infamous minions—the first death knight, Saint Kargoth the Betrayer. While the majority of Kargoth's armies fight elsewhere, he has hand-picked the demons and creatures to defend Wat Dagon. The least of these defenders are those stationed outside of Wat Dagon's walls.

The exterior defense consists of three chasme sentinels (fly-like demons with hooked claws and long, hornlike proboscises), four nabassu mercenaries (yellow-eyed gargoyle-like demons), and four powerful ghast archers created from the bodies of troglodyte cultists who gave their lives in order to become undead minions of Demogorgon—although the ghasts resemble undead troglodytes, they have the same base statistics as normal ghasts. Saint Kargoth himself has taken up position inside Wat Dagon, leaving the command of his forces out here in the hands of one of his most competent generals, the hezrou Urbala.

CHASME SENTINELS (3) **CR 12**

Advanced chasmes
CR Large outsider (chaotic, evil, tanar'ri)
Fiendish Codex I 34
Init +3; **Senses** darkvision 60 ft.; Listen +18, Spot +18
Aura fear (5-ft. radius, DC 16)
Languages Abyssal, Celestial, Common; telepathy 100 ft.

AC 26, touch 12, flat-footed 23
hp 110 (13 HD); **DR** 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 21
Fort +17, **Ref** +16, **Will** +15

Spd 30 ft., climb 30 ft., fly 50 ft. (perfect)
Melee 2 claws +17 (1d6+5 plus wounding) and bite +15 (1d8+2 plus wounding) and gore +15 (1d8+2 plus wounding)
Space 10 ft.; **Reach** 5 ft.
Base Atk +13; **Grp** +22
Atk Options Flyby Attack, Power Attack
Special Actions drone (DC 18), *summon tanar'ri*
Spell-Like Abilities (CL 9th, +15 ranged touch)
At will—*contagion* (DC 16), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self plus 50 pound of objects only), *insect plague*, *protection from good* (DC 13), *ray of enfeeblement*, *see invisibility*, *telekinesis* (DC 17)
3/day—quickened *ray of enfeeblement*
1/day—*unholy aura* (DC 20)

Abilities Str 20, Dex 16, Con 18, Int 14, Wis 14, Cha 14
Feats Flyby Attack, Improved Natural Attack (claws), Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)
Skills Bluff +18, Climb +29, Concentration +20, Hide +15, Intimidate +20, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18

Drone (Su) As a full-round action, a chasme may beat its wings to create a droning buzz in a 60-foot-radius spread. All creatures in this area must make a DC 18 Will save or fall asleep for 2d10 rounds. The save DC is Charisma-based.

Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot radius spread around it. This effect is otherwise identical to a *fear* spell (CL 12th, Will DC 16 negates). If the save is successful, the creature is immune to that chasme's fear aura for 24 hours. The save DC is Charisma-based.

***Summon Tanar'ri* (Sp)** Once per day, a chasme can attempt to summon 1d4 rutterkins (*Fiendish Codex I* 51) or 1 chasme with a 40% chance of success.

Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

NABASSSU (4) **CR 15**

CE Medium outsider (chaotic, evil, tanar'ri)
Fiendish Codex I 48

Init +9; **Senses** darkvision 60 ft.; Listen +23, Spot +23

Aura death stealing gaze (DC 25, 30 ft.), *unholy aura*

Languages Abyssal, Common; telepathy 100 ft.

AC 35, touch 19, flat-footed 30

hp 202 (15 HD); regeneration 5; **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 26

Fort +24, **Ref** +18, **Will** +20

Spd 40 ft., fly 90 ft. (good)

Melee bite +24 (2d8+9/19–20) and 2 claws +19 (1d8+4)

Base Atk +15; **Grp** +24

Atk Options sneak attack +6d6

Special Actions death-stealing gaze, feed, *summon tanar'ri*, vampiric link

Spell-Like Abilities (CL 15th, +20 ranged touch)
At will—darkness, enervation, ethereal jaunt, greater dispel magic, greater teleport (self plus 50 pounds of objects only), *hold monster* (DC 20), *obscuring mist, silence* (DC 18), *true seeing, unholy aura* (DC 24), *unholy blight* (DC 20)
3/day—*blasphemy* (DC 23), *energy drain* (DC 25)

Abilities Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 23

SQ camouflage

Feats Ability Focus (death-stealing gaze), Combat Casting, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will

Skills Balance +7, Bluff +24, Concentration +27, Diplomacy +8, Gather Information +8, Hide +23 (+31 in underground or barren environs), Intimidate +26, Jump +15, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Listen +23, Move Silently +23, Spot +23, Tumble +25, Use Magic Device +24

Camouflage (Ex) A nabassu gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 25, bestows 1d4 negative levels. Any humanoid creature drained to 0 levels dies and is immediately transformed into a ghoul under the nabassu's permanent command. As a standard action, a nabassu can actively use its gaze to kill a single creature within range. A creature that fails the DC 25 Fortitude save is immediately slain.

Feed (Su) A nabassu who slays a creature with a coup de grace attack eats a significant portion of the victim while the remaining flesh rots away to a foul-smelling paste, thus preventing raising or resurrection that requires parts of the corpse. A nabassu gains the effects of a *death knell* spell (CL 20th) when it successfully feeds in this manner.

Regeneration (Ex) A nabassu takes normal damage from good-aligned weapons.

***Summon Tanar'ri* (Sp)** Once per day, a nabassu can summon 2d4 babaus or 1d4 hezrous with a 70% chance of success, or one glabrezu with a 30% chance of success. This ability is the equivalent of a 7th-level spell (CL 15th).

Vampiric Link (Su) *As a standard action,* a nabassu can establish a vampiric link between itself and a living creature within 30 feet. The target is entitled to a DC 23 Will save to negate the effect; otherwise, the link remains in place until the target moves out of range or until the nabassu selects a new target. Whenever the affected creature deals damage to the nabassu, the creature takes the same damage. If the creature targets the nabassu with a spell, the effects of that spell are duplicated and affect the caster as well, even if the spell fails to penetrate the nabassu's spell resistance. This is a necromancy effect.

GHAST ARCHERS (4) **CR 13**

Troglodyte ghast fighter 10
CE Medium undead
Monster Manual 255

Init +6; **Senses** darkvision 60 ft.; Listen +3, *Spot +3*

Aura stench (10 feet)

Languages Abyssal

AC 28, touch 15, flat-footed 23

hp 115 (14 HD)

Immune undead traits

Eladrin Aid

Starting with the battle against Urbala and his minions outside of Wat Dagon, many of the following encounters are particularly difficult, especially if the PCs are forced to tackle one after another (as may be the case if you've set the savage tide on a short timer). If they're having trouble and think to ask for aid, only the eladrins have any interest in accompanying the PCs into Wat Dagon, and even then, they can only afford to spare a tiny portion of their numbers, establishing a half-dozen ghaele eladrins just outside of Wat Dagon to serve as healers and support for the PCs as they continue forays into the structure.

If they need more help, consider having a more powerful eladrin ally accompany them on their adventures inside Wat Dagon. Celeste (DUNGEON #149, page 61) is an excellent choice, since she's powerful enough to survive inside of Wat Dagon but not someone who's likely to steal the glory from the PCs; her strengths are in diplomacy and support.

Just remember, the point with eladrin help is to provide aid to the PCs if they need it, not to replace them.

Fort +8, **Ref** +10, **Will** +10

Spd 30 ft.

Melee bite +21 (1d6+7 plus ghoul fever and paralysis) and
2 claws +14 (1d6+3 plus paralysis)

Ranged +2 *composite longbow* +22/+17/+12 (1d8+9/19–20/×3)

Base Atk +12; **Grp** +19

Atk Options Point Blank Shot, Precise Shot

Abilities Str 24, Dex 23, Con —, Int 12, Wis 16, Cha 18

SQ enhanced creation, +4 turn resistance

Feats Far Shot, Greater Weapon Focus (longbow, bite), Improved Critical (longbow), Improved Toughness (+1 hp/HD), Point Blank Shot, Precise Shot, Weapon Focus (longbow, bite), Weapon Specialization (longbow, bite)

Skills Balance +12, Climb +14, Hide +12, Intimidate +14, Jump +21, Move Silently +12, Spot +10

Possessions +2 *mithral breastplate*, +2 *composite longbow* (+7 Str) with 20 adamantine arrows and 20 arrows, *belt of giant strength* +2

Enhanced Creation The necromancer lich that created these ghasts for Kargoth was a specialist in his trade, and possessed several feats from *Libris Mortis* that enhanced these ghasts. Corpsecrafter grants them a +4 bonus to Strength and +2 hp/HD. Bolster Resistance increases their turn resistance to +4. Hardened Flesh increases their natural armor bonus by 2.

Captain Urbala — CR 19

Advanced elite hezrou

CE Huge outsider (chaotic, evil, tanar'ri)

Monster Manual 44

Init +5; **Senses** darkvision 60 ft.; Listen +34, Spot +34

Aura stench (10 ft.)

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 36, touch 9, flat-footed 35

hp 341 (22 HD); **DR** 10/good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 19

Fort +24, **Ref** +14, **Will** +14

Spd 30 ft., fly 60 ft. (good)

Melee bite +33 (6d6+13) and
2 claws +31 (3d6+8)

Space 15 ft.; **Reach** 10 ft.

Base Atk +22; **Grp** +39

Atk Options Cleave, Power Attack, improved grab

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 13th)

At will—*chaos hammer* (DC 19), *greater teleport* (self plus 50 pounds of objects), *unholy blight* (DC 19)

3/day—*blasphemy* (DC 22), empowered *chaos hammer* (DC 19), *gaseous form*, empowered *unholy blight* (DC 19)

Abilities Str 28, Dex 13, Con 32, Int 14, Wis 12, Cha 20

Feats Cleave, Empower Spell-Like Ability (*chaos hammer*, *unholy blight*), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claws), Multiattack, Power Attack

Skills Climb +29, Concentration +36, Hide +13, Escape Artist +21, Intimidate +30, Listen +34, Move Silently +21, Search +27, Spellcraft +27, Spot +34

Possessions *+5 full plate, amulet of mighty fists +4, wings of flying*

Tactics: Since the interior of Wat Dagon is effectively on another plane, there's no real way for any alarms raised out here to alert the denizens within. Still, the demons and undead stationed here do their best to guard the region. The chasmes patrol on the landward side of the acid creek, while the nabassus stand guard near Urbala's tent and the empty corral. The four ghast archers hide in foxholes along the seaward side of the creek. As soon as any one of these groups spots the PCs, they shriek out an alarm to alert the others and Urbala (who lounges inside of his tent).

All of the demons attempt to summon aid on the first round of battle, while the ghasts take their first round to begin firing arrows at any PCs in range. All of the demons and undead attempt to stay out of melee if possible, using ranged attacks and spell-like abilities against the intruders. The sole exception to this is Urbala; the corpulent hezrou uses empowered *unholy blights* and *chaos hammers* only when he isn't able to engage foes in melee. The guardians here fight to the death, again with the exception of Urbala. If reduced to less than 30 hit points, the hezrou attempts to enter Wat Dagon to alert his allies and commander within.

Approaching Wat Dagon

A turgid sea of dark water froths along the desolate shoreline under a roiling sky of green clouds and alien moons. Built upon the shore, seemingly on the verge of falling into the water, is an ominous edifice that appears to be a walled temple compound, though its once-vibrant walls are now cracked and grimed from eons of exposure to the acrid sea wind. Tall, conical domes rise above the temple, surrounding a vast stone dome at the center. Swirling eddies of vapor and twisting clouds spiral along the stony surface of the structure to give the entire building a blurry facade, almost as if it were nothing more than a mirage.

Although visible from Gaping Maw, what appears on the shore here is meerly a projection of Wat Dagon. A character who walks up to the building's sides finds the walls immaterial and ghostly—if someone steps through a wall, he immediately emerges from the opposite side. The only part of Wat Dagon that is "real" on Gaping Maw is its front doors. Wat Dagon itself exists entirely within the boundaries between the Abyss and Shadowsea. It is effectively a demiplane within the Abyss.

As such, it can only be accessed via a single portal—the entrance located at area 1. The interior of Wat Dagon is not connected to the astral plane or the plane of shadow, and thus spells that utilize these planes (including all spells of the teleportation subschool) do not function inside of the structure. Demogorgon's will prevents any other creature from using *gate* to force an opening into Wat Dagon, and summoning spells require a DC 30 caster level check to function.

The walls, roofs, and floors of the complex look and feel like stone, but are actually physical manifestations of the edge of the demiplane. This material cannot be breached by mortal magic.

Unless otherwise noted, the rooms of the temple are not illuminated. Ceilings are 20 feet high, and doors are composed of a hard, dry wood. Unlike the walls, they can be destroyed normally, yet unless otherwise noted, they do not have locks.

Finally, the entirety of Wat Dagon has become suffused with the unholy power of the savage tide. Upon entering Wat Dagon (and again every 10 minutes thereafter), a creature must make a DC 20 Will save to resist being transformed into a savage creature. Incoporeal creatures, constructs, elementals, oozes, outsiders, plants, undead, and vermin are immune to this effect—any other creature that succumbs immediately gains the savage creature template (*Dungeon* #140, page 47). (If you don't have this resource, the savage tide instead transforms the victim into a half-fiend without the spell-like abilities.) Creatures that become savage no longer honor old friendships or allegiances, and the consuming need to feed and murder forces them to fight one-time allies and enemies alike to the death. *Greater restoration* can restore a savage creature to its normal state, provided the caster can make a caster level check with a DC equal to 10 + 1/2 the savage creature's Hit Dice + the savage creature's Charisma modifier. A *miracle* or *wish* automatically restores the creature to normal. A savage creature that is killed and then brought back to life loses the effects of the template as well.

1. The Great Entrance of Wat Dagon

Wide wooden gates, moldy with age and banded with corroded strips of metal, do little to bar entrance into the complex. They stand unsecured beneath a stone arch, looking as though an errant breeze could push them open. Beyond can be seen a short entry tunnel that passes through the gatehouse before opening into a courtyard beyond. Red tiles cover the gatehouse exterior as well as the walls stretching to either side, though in many places individual tiles have fallen away to reveal the stone beneath. A steep roof of green clay tiles rising in a series of ragged points tops this gatehouse.

The gates swing open easily at a touch—there's no indication on entry that a character is moving across a planar boundary. The interior of the gatehouse is shadowy and floored with a layer of gravel. Empty rooms, one-time guard posts, open on either side—both are currently empty. A 15-foot-high veranda runs along the inner side of the gatehouse supported by intricately carven posts.

2. Courtyard (EL 20)

While this courtyard seems at first to be open to the air, a glance upward creates an unsettling sense of vertigo, for forty feet above the contents of the room are reflected, down to the smallest pebble, as if the ceiling were an immense and perfect mirror twenty feet above.

The main entrance to the building—a corroded door of beaten bronze—sits in the wall opposite the gatehouse. Squatting on a ledge above these ten-foot-tall doors is a horrific statue of a creature not quite eel or shark or octopus. A wooden frame holding a large copper bell stands to the left of the entrance. A smaller frame holds a sus-

pended log to serve as a striker for sounding the bell. At either end of the courtyard are tall, circular towers with conical golden domes. Archways, five feet off the ground, open along the walls to provide access to the chamber within. Just to the side of the gatehouse sits a small, ornamental pond overgrown with deformed lily pads and algae. A statue of a fat froglike demon sits cross-legged at the closest edge of the pool. Finally, collapsed in a corner of the yard is an immense spider-like carcass the size of an elephant. It shows signs of heavy damage and deterioration due to exposure.

The ornamental pool is only two feet deep, but the bottom is coated with a six-inch layer of green slime (*Dungeon Master's Guide* 76). A DC 21 Knowledge (arcana) check identifies the spiderlike corpse as a destroyed retriever—in fact, it is the remains of Demogorgon's first attempt to craft one of these constructs. The figure above the main entrance depicts Dagon, recognizable with a DC 30 Knowledge (the planes) check.

The ceiling above is an impenetrable barrier between Wat Dagon and a duplicate chamber above—the "reflections" the PCs see above are living duplicates of themselves created by the Abyss. Sound doesn't penetrate the barrier, nor can any mode of travel (magical or mundane). The duplicates follow the actions the PCs take, but not quite as exactly as a reflection might. If a PC flies up to the "ceiling" 20 feet above and touches it, his duplicate does the same—and as soon as the two do so, the "reflection" shrieks soundlessly in horror and transforms into a deformed, savage version of the PC that scratches at the barrier between them, as if insane with a need to tear the true PC apart. The character who touched his "reflection" must then make a DC 25 Will save to avoid being stunned by the sudden assault of Abyssal energy on his mind—making a new saving throw each time he comes into contact with his savage duplicate.

Creatures: Saint Kargoth is not the only one of Demogorgon's favored minions sent to Wat Dagon to aid in its defense. The notorious glabrezu Ghorvash, one of Demogorgon's favored subordinates and something of a spymaster, has also come to aid in the site's defense. Ghorvash sees himself as the first line of defense for Wat Dagon, privately assuming he was assigned here because Demogorgon doesn't trust Saint Kargoth to do the job.

Ghorvash has a particular interest in the fate of the Vanderborens and their allies, for he is the demon responsible for corrupting a young Vanthus Vanderboren so many years ago, and for sealing the man's fate (see *Dungeon* #146). When the PCs defeated Vanthus for a second time, the man's soul transformed into a larvae, a horrid wormlike manifestation of an evil soul. Ghorvash was waiting for him, and is now the proud owner of Vanthus's larval soul. He's taken great entertainment in tormenting Vanthus as he waits for the PCs to arrive, often doing so in the assumed form of Lavinia. Worse, Ghorvash knows it's only a matter of time before the PCs arrive at Wat Dagon, and has prepared an unsettling surprise for them. He's learned much of their accomplishments, and when they arrive in this courtyard, he greets them in Lavinia's form.

Ghorvash knows the PCs aren't pushovers and that they have plenty of magic available, and yet does what he can to make them think that they really are facing their friend and ally. As Lavinia, Ghorvash mocks the PCs, calling them naive fools and claiming that she had plotted these events from the start simply to see Vanthus's humiliating defeat and aid Demogorgon in seeing his goal—after all, by keeping the PCs distracted with Farshore and "pretending" to be captured, she kept the PCs from where they were truely needed, in civilization, seeking out the *shadow pearls* and preventing them from spreading so far as they did. If the PCs confront Ghorvash with the truth, he shrugs and assumes his natural form, then claims to be surprised it took the PCs "this long" to figure it out. The deceptive glabrezu then goes on to claim that he's been masquerading as Lavinia for months; he prefers to let the PCs draw their own conclusions as to when he assumed her form, but if pressed, he decides not to push things too far and claims to have taken her form at Divided's Ire, using the PCs to engineer his escape. He claims the real Lavinia is long dead.

Of course, all of these claims are lies. What aren't lies are Ghorvash's tales of how he tempted Vanthus, stories he gleefully reveals to the PCs if they ask. If they doubt him, he shrugs again and then uses *telekinesis* to pull the larval Vanthus out of his cage in area **3**, hurling the shrieking petitioner at them and inviting them to, "Ask him yourselves!"

General Ghorvash **CR 20**

Male glabrezu mortal hunter 7
CE Huge outsider (chaotic, evil, tanar'ri)
Monster Manual 43, *Book of Vile Darkness* 65
Init +1; **Senses** darkvision 60 ft., true seeing; Listen +27, Spot +27
Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 36, touch 9, flat-footed 35
hp 320 (19 HD); **DR** 10/good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 21
Fort +25, **Ref** +11, **Will** +12, spurn mortal magic

Spd 40 ft.
Melee *Kallum's skull* +31/+26/+21/+16 (1d6+14 plus *curse of betrayal*) and 2 pincers +29 (3d8+14/19–20) and claws +29 (1d8+7) and bite +29 (2d6+7)
Space 15 ft.; **Reach** 15 ft.
Base Atk +19; **Grp** +41
Atk Options improved grab (pincer), mortal hunting, smite mortal 1/day (+2 to attack, +14 damage)
Special Actions *detect mortals*, mortal skin, *summon tanar'ri*
Spells Prepared (CL 7th, ranged touch +18)
4th (2/day)—*arcane eye*, *call dretch horde*, *locate creature*, *morality undone* (DC 21), *phantasmal killer* (DC 21), *resonating resistance*
3rd (4/day)—*flesh ripper*, *mirror sending*, *nondetection*, *scrying* (DC 20), *suggestion* (DC 20), *vile lance*, *wrack* (DC 20)
2nd (4/day)—*detect thoughts* (DC 19), *evil eye* (DC 19), *hold person* (DC 19), *magic circle against good*, *see invisibility*, *web* (DC 19), *wither limb* (DC 19)
1st (4/day)—*cause fear* (DC 18), *charm person* (DC 18), *detect good*, *heartache* (DC 18), *protection from good*, *sleep* (DC 18), *unnerving gaze* (DC 18)

Spell-Like Abilities (CL 14th)

At will—*chaos hammer* (DC 21), *confusion* (DC 21), *dispel magic*, *mirror image*, *reverse gravity* (DC 24), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 21)

3/day—boosted mortalbane *unholy blight* (DC 23), quickened *mirror image*

2/day—mortalbane *unholy blight* (DC 21)

1/day—*power word stun*

Abilities Str 38, Dex 12, Con 34, Int 16, Wis 14, Cha 24

SQ claws of the overfiend

Feats Alertness, Boost Spell-Like Ability (*confusion*), Improved Critical (pincer), Mortalbane (*unholy blight*), Multiattack, Quicken Spell-Like Ability (*mirror image*), Track

Skills Bluff +29, Concentration +27, Disguise +28, Intimidate +24, Knowledge (the planes) +18, Listen +27, Move Silently +16, Search +18, Sense Motive +24, Spellcraft +17, Spot +27, Survival +23

Possessions *Kallum's skull* (see Appendix One), *bracers of armor +8*, *belt of giant Strength +4*

Claws of the Overfiend (Ex) Ghorvash's natural attacks deal damage as a creature one size category larger than his actual size.

Detect Mortals (Su) This ability duplicates the effect of detect undead (CL 15th), except that mortals are detected. For purposes of this ability and other mortal hunter abilities, a "mortal" is any creature not of the outsider, undead, construct, or fey types.

Mortal Hunting (Ex) Ghorvash gains a +3 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks made against mortals. He also gains a +3 bonus on attack rolls and weapon damage rolls against mortals.

Mortal Skin (Su) Ghorvash can graft bits of flesh to his body. Once per day, he can assume the form of a mortal creature. If the flesh used is from the exact individual being imitated, the duration is permanent. If the flesh is from a being of the same type of the form adopted, the duration is 1 hour. If the flesh is not the same type as the form adopted, the duration is 10 minutes. In all cases, Ghorvash can dismiss the ability as a standard action. Otherwise, this ability works as *polymorph*. Ghorvash currently has numerous pieces of flesh grafted to his arms, one of which is a patch of flesh procured from Lavinia Vanderboren, purchased from the marilith Lillianth during Lavinia's stay as a prisoner of Divided's Ire (through the use of a non-outsider proxy—Ghorvash didn't want to become a permanent addition to Divided's Ire).

Smite Mortals (Su) Once per day, Ghorvash can smite a mortal creature with one normal melee attack.

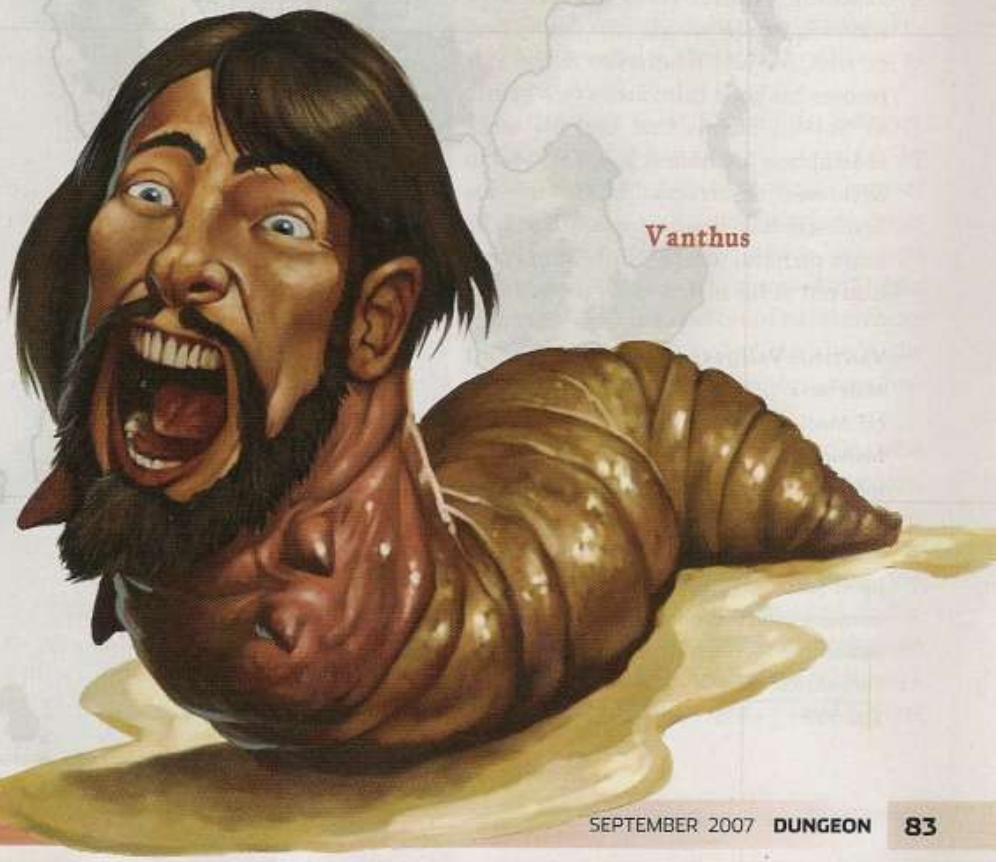
Spurn Mortal Magic (Su) Ghorvash applies his Wisdom modifier as an additional bonus on all saving throws against spells and spell-like abilities used by mortals.

Spells Several of Ghorvash's spells are from the *Book of Vile Darkness*. If you don't use this book in your game, make the following adjustments to his spells: *call dretch horde* becomes *summon monster IV*, *evil eye* becomes *desecrate*, *flesh ripper* becomes *vampiric touch*, *heartache* becomes *lesser confusion*, *mirror sending* becomes *clairvoyance/clairaudience*, *morality undone* becomes *charm monster*, *resonating resistance* becomes *spell immunity*, *unnerving gaze* becomes *doom*, *vile lance* becomes *contagion*, *wither limb* becomes *shatter*, and *wrack* becomes *blindness/deafness*.

Feats Boost Spell-Like Ability (*Book of Vile Darkness* 47) allows Ghorvash to boost the saving throw DC for *confusion* by +2 up to three times a day. Mortalbane (*Book of Vile Darkness* 49) allows Ghorvash to enhance *unholy blight* up to five times a day so that it inflicts +2d6 damage when used against mortals, but only half damage against outsiders, undead, and constructs.

Tactics: Ghorvash eventually grows tired of tormenting the PCs, and if they don't attack him first, he does so after first reverting to his true form. He activates a quickened *mirror image* on the first round of combat along with *reverse gravity* to catch as many of the PCs as he can. Characters who fall up to the "ceiling" come into contact with their reflections, with repercussions as detailed above. Each round a PC remains in contact with his duplicate, he must make a new saving throw to avoid being stunned.

Ghorvash uses his spells and spell-like abilities against PCs stuck on the ceiling, reverting to melee attacks against those who avoid being stunned or falling up and who can reach him. He fights to the death, knowing that to fail



Vanthus

Demogorgon at this stage would be the less appealing of the two ends.

3. Chedis

A curtain of heavy knotted ropes hangs before the entrance into a round chamber with a conical roof rising thirty feet above. The interior walls of the chamber are adorned with all manner of inscriptions in Abyssal. The remains of a small altar and kneeling bench sit near the back of the room.

These small buildings are chedis, or shrines. They once held relics sacred to Dagon, though they were looted ages ago. Now they stand abandoned, although Ghorvash has been using the one opposite the dead retriever as a place to torment Vanthus.

Creature: Vanthus Vanderboren, his soul now transformed into a twitching, shrieking larva, lies pinned to a wax tablet on the altar by several long rusty needles. Horrifically, Vanthus is one of those few larva who retains knowledge of his life, and upon seeing the PCs begs for redemption and salvation. You can use Vanthus to fill the PCs in on any bits of backstory involving the treacherous brother that remain to be explained. Rescuing Vanthus from his wretched state requires a *miracle*, *true resurrection*, or *wish*, (or just *resurrection* if the PCs recover his body from area **13**). Whether or not his claims that he now seeks redemption are honest is left for you to decide—if resurrected, he has lost his Lemorian half-fiend template. It may be more merciful for the PCs to simply put him out of his misery once and for all.

VANTHUS VANDERBOREN **CR 1**

Male larva
NE Medium outsider (evil)
Manual of the Planes 199
Init +3; **Senses** Listen –1, Spot –1
Languages Common

AC 16, touch 15, flat-footed 11
hp 45 (currently 2 hp, 2 HD)
Immune cold, fire, mind-affecting effects
Resist acid 10, electricity 10
Fort +6, **Ref** +6, **Will** +2

Spd 30 ft.
Melee bite +3 (1d4+1 plus disease and wounding)
Base Atk +2; **Grp** +3

Abilities Str 12, Dex 17, Con 16, Int 10, Wis 8, Cha 14

Disease (Ex) Devil chills—bite, Fortitude DC 17, incubation period 1d4 days; damage 1d4 Str.

Wounding (Ex) A wound inflicted by a larva bleeds for 1 additional point of damage each round until a DC 15 Heal check is made or magical healing is applied.

4. Dagon's Gate (EL 13)

The floor of this antechamber is inlaid with a complex pattern of blue and green tiles that almost gives it the illusion of the surface of a placid pool of water.

Trap: One round after a creature enters this area, its lungs fill with nearly freezing seawater. The target must make two DC 25 Fortitude saving throws. The first determines whether or not the victim is stunned for 1d4 rounds by the sudden sensation of lungs filled with freezing water (creatures with any resistance or immunity to cold automatically make this saving throw). The second is to determine if the victim can expel the water from his lungs before he begins to drown—if the victim is stunned, this saving throw suffers a –4 penalty. Failure indicates the victim drops to 0 hp at the start of the next round and thereafter continues to drown. Water breathing creatures, of course, do not need to worry about drowning from this trap.

Breath of Dagon: CR 13; magic device; location trigger; automatic reset; Fortitude DC 25 resists stunning, Fortitude DC 25 resists drowning; Search DC 40; Disable Device DC 40.

Development: Characters who succumb to this trap are likely to alert both groups of ghast archers in the nearby rooms.

5. Viharn (EL 18)

Three ornately carved benches stand here with a few small incense burners and lit tapers providing a sharp fragrance of rotting seaweed. A great net composed of rusty chain links hangs from the ceiling overhead like some kind of awning.

This chamber served as a gathering area for meditation by the temple's guardians. The chain netting above is a 20-foot-square fishing net once used for catching the great leviathans of the deep off the nearby coast—despite its ominous appearance, it is harmless.

Creatures: Saint Kargoth has stationed a half-dozen ghast archers in this room. The undead wait loyally and patiently for the death knight's command, although if they notice victims succumb to the breath of Dagon trap in area **4**, they shriek in delight (alerting the ghasts in area **6** and the occupant of area **8**) as they race into area **4** to attack drowning PCs.

Ghast Archers (6): hp 115 each; see page 79.

6. Abandoned Viharn (EL 17)

This room is bare and dusty. A pair of battered wooden benches sit against the walls.

Creatures: Like area **5**, this was once a viharn. Several ghast archers lie in wait in this chamber.

Ghast Archers (4): hp 115 each; see page 79.

7. Watchtowers

Stairs rise thirty-five feet into a single chamber at the top of each of these towers. These chambers lie beneath conical golden roofs and feature several narrow windows that look out over Gaping Maw to one side and into the swirling depths of Shadowsea to the other. These windows are transparent planar barriers—they allow observation from either side, but not transport.

A character who peers into Shadowsea has a cumulative 25% chance per round of catching a glimpse of an immense, horrific shape waiting in the dark waters. This is none other than Dagon, Prince of the Darkened Depths, lurking in the nearby waters of Shadowsea and ready to emerge into Gaping Maw when the PCs challenge Demogorgon. Dagon does not notice any PC peering through these windows, but the mere sight of the obyrith lord is enough to affect the observer with his form of madness.

Any creature that observes Dagon must make a DC 31 Will save. Failure indicates the creature develops an overwhelming fear of the ocean and its depths. As long as the ocean is in sight, the creature is distracted with fear and takes a –4 penalty on Will saving throws. He also takes a –4 penalty on attack rolls against creatures with the aquatic subtype. On the first round of combat against a creature with the aquatic subtype, the character must make a DC 31 Will save or be paralyzed with fear for 1d6 rounds. A *heal* or *greater restoration* spell can cure the effects if the caster succeeds on a DC 35 caster level check. *Miracle* or *wish* automatically cures the condition.

A creature that makes this save is immune to Dagon's form of madness for 24 hours. This is a mind-affecting fear ability that does not affect chaotic evil outsiders. Even creatures that are immune to fear can be affected by Dagon's form of madness, although they suffer its effects for only 1 hour if they fail their saving throw—for all other creatures, the effect is permanent until magically cured.

8. Bot (EL 23)

A massive stone dome hangs forty feet overhead. At its apex is a large opening leading into the dark interior of the temple's central golden spire. Beneath this opening has been inscribed a magical circle with a small cauldron at its center. Tall wooden pillars support the chamber's dome. Set in between these pillars are wooden poles upon with have been mounted crude wooden fetishes.

This bot, or "most holy prayer room," was once a central place of Dagon worship in the Age before Ages. The darkened opening leading to the vault above has a 1-foot-wide lip surrounding its inner edge. The circle beneath is identifiable with a DC 30 Knowledge (arcana) check as some type of chaotic transmitting focus. A DC 40 check identifies it as the site from which the savage tide will be unleashed. Unfortunately it is indelibly inscribed by the morphic will of Demogorgon at caster level 30. If somehow destroyed, it reforms after 1 round. The cauldron is filled with briny water and is necessary for the activation ritual of the *master pearl*. The five fetishes are recognizable as a jaguar, a sea turtle, a rhinoceros, a tiger, and a tyrannosaurus. A DC 15 Knowledge (local) check is enough to realize that the craftsmanship resembles those of the Olman of the Isle of Dread.

Creature: Saint Kargoth the Betrayer, the first death knight created by Demogorgon, has chosen this chamber as his arena for defense. He calmly awaits the arrival of the PCs, whom he knows are near, but is eager to leave Wat Dagon to return to his fortress of Kolurenth on Gaping Maw—as powerful as he is, the death knight finds the locale uncomfortable and menacing.

A corrupted human paladin who once served in the Great Kingdom, Saint Kargoth betrayed his brothers to quickly ascend through the ranks of demonic hierarchy. He has come to view Demogorgon as his lord and god, and is, in many ways, the demon prince's most loyal follower. Of the legions of demons who serve Demogorgon, Kargoth alone

would never consider betraying him. Additional information about Kargoth's history, including full details on his fall from grace and ties to the demonspawn Arendagrost, can be found in issues #290–#291 of DRAGON magazine, although they are not relevant to his role here as Wat Dagon's defender.

ST. KARGOTH THE BETRAYER **CR 23**

Male half-fiend human death knight ex-paladin 8/blackguard 10

CE Medium undead

Monster Manual 147, *Monster Manual II* 207

Init +2; **Senses** darkvision 60 ft., *detect good*; Listen +4, Spot +4

Aura despair (10 ft.), fear (15 ft.)

Languages Abyssal, Celestial, Common, Draconic

AC 45, touch 16, flat-footed 44

hp 351 (377 with *Demogorgon's Bilious Sphere*, 18 HD); **DR** 15/cold iron and good

Immune acid, cold, electricity, polymorph, undead traits

Resist acid 10, fire 10, **SR** 28

Fort +26, **Ref** +20, **Will** +22

Spd 20 ft., fly 20 ft. (perfect) (base speed 30 ft. unarmored)

Melee +5 *unholy longsword* +35/+30/+25/+20 (1d8+16/19–20) or

+5 *unholy longsword* +31/+26/+21/+16 (1d8+16/19–20) and

Demogorgon's Bilious Sphere +31 (1d8+10 plus 1d6 acid) or

touch +29 (1d8+13 negative energy plus 1 Con, DC 32)

Base Atk +18; **Grp** +29

Atk Options smite good 5/day (+13 to attack, +10 damage; 1/day +28 damage), sneak attack +4d6

Special Actions abyssal blast, command undead 16/day (+13, 2d6+21), lay on hands (130 hp/day)

Spells Prepared (CL 10th)

4th—*freedom of movement*, *inflict critical wounds* (DC 18)

3rd—*inflict serious wounds* (2, DC 17), *summon monster III*

2nd—*death knell* (DC 16), *inflict moderate wounds* (DC 16), *shatter* (DC 16)

1st—*corrupt weapon*, *inflict light wounds* (2, DC 15)

Spell-Like Abilities (CL 18th)

3/day—*darkness*, *unholy aura* (DC 31), *poison* (DC 27)

1/day—*blasphemy* (DC 30), *contagion* (DC 27), *desecrate*, *horrid wilting* (DC 31), *summon monster I* (CL 20th, evil creature only), *summon monster IX* (fiends only), *unhallow*, *unholy blight* (DC 27)

Abilities Str 32, Dex 14, Con —, Int 16, Wis 18, Cha 36

SQ dark blessing, fiendish servant, poison use, turn immunity, unholy toughness

Feats Cleave, Improved Sunder, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Bluff +16, Concentration +14, Diplomacy +23, Handle Animal +21, Hide +24, Intimidate +36, Knowledge (religion) +13, Knowledge (the planes) +7, Ride +23

Possessions +5 *improved shadow full plate*, +3 *animated heavy steel shield*, +5 *unholy longsword*, *Demogorgon's Bilious Sphere* (see Appendix One), *cloak of Charisma +6*, *amulet of natural armor +5*, *ring of protection +5*, *boots of speed*

Abyssal Blast (Su) St. Kargoth can unleash a blast of eldritch fire once per day, filling a 20-foot-radius spread anywhere within a range of 1,120 feet. The blast deals 18d6 damage (half fire, half divine power); a DC 32 Reflex save halves the damage.

Fear Aura (Su) Creatures of less than 5 HD within 15 feet must make a DC 32 Will save or become panicked.

Flight (Su) St. Kargoth's fly speed is supernatural in nature, functioning similarly to that granted by a *fly* spell, save that it cannot be dispelled.

Turn Immunity (Ex) St. Kargoth cannot be affected by turn undead.

Unholy Toughness (Ex) St. Kargoth gains a bonus to his hit points equal to his Charisma modifier times his Hit Dice.

Inherent Bonuses St. Kargoth has a +4 inherent bonus to Strength and a +5 inherent bonus to Charisma.

Tactics: Saint Kargoth is one of the deadliest foes the PCs are destined to face, as befits his history and role as the first of Demogorgon's death knights. If he hears the PCs enter area 4, he takes the time to cast *freedom of movement*, *corrupt weapon*, and *unholy aura* before stepping through the double doors into area 4 to join his ghast minions in the fight against the PCs. Kargoth activates his *boots of speed* on the first round of combat and begins the battle by casting *horrid wilting* or using his *abyssal blast* (taking care to hit as few ghasts as possible), but thereafter fights in melee. The death knight is unnervingly silent in combat, making no villainous proclamations and issuing no maniacal laughter—he is as cold and relentless in personality as he is in battle. Loyal to the end, Saint Kargoth fights to the death, confident that if Demogorgon survives what is to come, the Prince of Demons will restore him. And if the Prince of Demons is to fall, Kargoth would rather fall first.

9. Collapsed Hall

Halfway across the chamber the floor has cracked and sunken, creating a treacherous slope down into churning waters. The western half is ten feet lower and rests at an angle to the rest of the room.

The door to area **10** is swollen with wetness and barely remains on its hinges, swinging open easily but only providing 1 foot of headroom between the surface of the water and the door jamb.

10. Mondhop (EL 20)

Murky water floods this entire chamber, save for a small ledge of rubble upon which rests a tattered nest of cloth and debris. Ancient stone shelves line the walls, mostly submerged with only a few items scattered upon their tops. The ceiling rises 10 feet above the surface of the water. A fitfully-burning torch made of rushes is affixed to the south wall.

This was once the library of the temple, but the sacred texts once stored here have long since been moved to Abysm. The water is 12 feet deep. The torch is an everburning torch.

Creature: This room has been one man's home for the past thousand years, a man whose slavish devotion and dedication to Demogorgon is as full as any mortal could ever express. This

is the Olman shaman who discovered the first *shadow pearl*, and the first Olman to fall under its influence—Nulonga. Old even before his devotion to Demogorgon began, Nulonga aided Demogorgon in the cultivation of the *master pearl* over the past millennium. Here in Wat Dagon, the man never ages, never grows tired or hungry, and never wonders what might have been had he the will to resist the Demogorgon's lure so long ago.

Nulonga is an emaciated ruin of a man, both of his legs ending in stumps that bear the scars of crude stitching. His legs were his first sacrifice to the Prince of Demons so long ago—his immortal soul the next. His teeth are little more than rotten stumps sharpened to cracked points, and he carries the odor of decay about him, a manifestation of his unusual bond with death—if slain, Nulonga's spirit slips like a parasite into the closest body, resurrecting in an undead shell. Nulonga has died countless times, and has used undead hosts to secure his own resurrection as many times. His death wish is Demogorgon's greatest gift and curse to the old man, ensuring his immortality at the cost of his eternal servitude. It is unlikely that the PCs will be able to kill the ancient shaman as long as Demogorgon lives unless they take care to destroy all of the bodies of defeated ghasts in Wat Dagon.

While Nulonga is quite dangerous, his role in the defense of Wat Dagon is minimal—he prefers to leave that job to Saint Kargoth and General Ghorvash. Yet if both of them are destroyed, Nulonga feels it in his bones, and realizes he's the last thing standing between the PCs and the *master pearl*.

Nulonga

NULONGA **CR 20**

Male old human sorcerer 10/thrall of Demogorgon 10
CE Medium humanoid
DRAGON #357 28
Init –2; **Senses** Listen +4, Spot +4
Languages Abyssal, Aquan, Olman

AC 23, touch 13, flat-footed 23
hp 71 (20 HD)
Fort +10, **Ref** +4, **Will** +18

Spd 10 ft. (can't run)
Melee *+1 greater empowering club* +13/+8/+3 (1d6–2)
Base Atk +15; **Grp** +12
Special Actions death touch, death wish, *Demogorgon's will*, hypnosis, reaching touch, rotting touch, *summon demon*, touch of fear
Combat Gear *staff of necromancy* (42 charges)
Sorcerer Spells Known (CL 14th, +12 touch, +13 ranged touch)
7th (4/day)—*finger of death* (DC 26)
6th (6/day)—*flesh to stone* (DC 24), *greater dispel magic*
5th (7/day)—*feeblemind* (DC 23), *teleport*, *wall of force*
4th (8/day)—*animate dead*, *bestow curse* (DC 23), *dimension door*, *enervation*
3rd (8/day)—*clairaudience/clairvoyance*, *displacement*, *fly*, *vampiric touch*
2nd (8/day)—*blindness/deafness* (DC 21), *false life*, *ghoul touch* (DC 21), *resist energy*, *spectral hand*
1st (8/day)—*expeditious retreat*, *magic missile*, *protection from law*, *ray of enfeeblement*, *shield*
0 (6/day)—*acid splash*, *arcane mark*, *detect magic*, *ghost sound* (DC 18), *light*, *mage hand*, *mending*, *resistance*, *touch of fatigue* (DC 19)

Abilities Str 5, Dex 7, Con 10, Int 14, Wis 18, Cha 26
SQ dual actions, metamagic specialist, scaly flesh, two personas
Feats Craft Wondrous Item, Dark Speech, Extend Spell, Forge Ring, Quicken Spell, Spell Focus (necromancy), Thrall to Demon (Demogorgon), Willing Deformity
Skills Bluff +31, Concentration +23, Intimidate +29, Knowledge (arcana) +25, Knowledge (religion) +16, Knowledge (the planes) +16, Spellcraft +17
Possessions *+1 greater empowering club* (as a *rod of greater empower metamagic* that also functions as a *+1 club*), *ring of*

protection +5, ring of Charisma +6 (as cloak of Charisma +6), bracers of armor +6, helm of telepathy, key to area **13**

Death Touch (Su): Nulonga can use an effect identical to that of *slay living* once per day (Fort DC 28 negates).

Death Wish (Su) As an immediate action, Nulonga can will his physical body to die. If struck by a lethal attack, he can elect to use this ability the instant before he dies. This ability frees his soul to inhabit any other humanoid corpse within 1 mile at any time within the next 24 hours. That corpse animates as a juju zombie (see *Forgotten Realms: Unapproachable East*) but gains all of Nulonga's memories, spell casting, and special abilities (including death wish). Nulonga's soul is immediately aware of all suitable corpses within 1 mile and can reach any of them instantly regardless of barriers or other magic that prevents possession, such as *protection from evil*. Once a body is vacated by Nulonga, he can no longer use it for possession. Given time, Nulonga's first act upon gaining a new body is to hack off his own legs to honor his bargains with the Prince of Demons.

***Demogorgon's Will* (Sp)**: Nulonga can call upon the Prince of Demons once per day to be granted a *limited wish*. The use of this ability requires 3 full rounds devoted to entreaties and prayers to Demogorgon before the *limited wish* is granted.

Dual Actions (Su): Twice per day, Nulonga can take two full rounds' worth of actions in the same round.

Hypnosis (Su): Once per day, Nulonga can produce an effect identical to that of the *hypnotism* spell (Will DC 28 negates), except it functions as a gaze attack with a range of 30 feet.

Metamagic Specialist This alternate class ability allows Nulonga to apply metamagic feats to his spells without extending the time required to cast them. This ability replaces his ability to summon a familiar.

Reaching Touch (Su): Three times per day, Nulonga can cause his arms to stretch unnaturally like tentacles. This provides him an extra 5 feet of reach for 1 round.

Rotting Touch (Su): Three times per day, Nulonga can deal 1d6 points of Constitution damage as a touch attack.

Scaly Flesh (Ex) Nulonga's flesh is covered with fine scales that grant him a +4 natural armor bonus.

***Summon Demon* (Sp)**: Nulonga can summon a demon of 5 HD or less once per day. This functions as a *summon monster* spell cast by a 15th level caster. Once per day, he can also summon a demon of 10 HD or less. This ability is the equivalent of a 4th-level spell; the ability to summon a 10 HD demon is the equivalent of a 7th-level spell.

Touch of Fear (Su): Three times per day, Nulonga can cause a creature he strikes with a touch attack to become frightened for 1d4 rounds. A successful DC 28 Will save means the creature touched is merely shaken for 1 round.

Two Personas (Ex): Whenever Nulonga is subjected to a mind-affecting attack that allows a saving throw, he makes two saving throws. Both saving throws must fail in order for the mind-affecting attack to affect him.

Feats Thrall to Demon allows Nulonga to gain a +1 luck bonus to one roll a day. Willing Deformity grants him a +2 deformity bonus on Intimidate checks.

Tactics: As soon as Nulonga hears the sound of combat in Wat Dagon, he casts *clairaudience/clairvoyance* to observe events in area **8**. Once Kargoth is defeated, Nulonga prepares for the inevitable by casting extended versions of *fly, false life, resist energy* (of a type he witnessed the PCs use), *protection from law*, and *shield*, then moves out to confront the PCs wherever they may be.

Once he encounters them, he shrieks curses in ancient Olman, flies up near the room's ceiling, and begins casting spells. Nulonga knows his body is fragile, and doesn't expect to last too long against the PCs, so he prefers to fight them using magic from his *staff of necromancy* (*enervation* being his favorite attack), since once he is slain and returns to "life" in an undead body, he'll have to rely more heavily on his spells. Only if the PCs prove resistant to his staff does he resort to his spells.

When slain, Nulonga's spirit seeks out the special body kept in area **13**, animates it, and prepares his second defense against the PCs.

Treasure: Among the various items scattered atop the shelves are the components of an alchemist's lab, an *elixir of vision*, a crude voodoo doll recognizable as War Secretary-General Gromsfed with a needle through its head, a huge black pearl worth 500 gp, two defaced gold statuettes (one of Tlaloc and one of Quetzalcoatul) worth 1,000 gp each, and a stone jar of black bile of the world (see DUNGEON #144).

11. Worm Tunnel (EL 20)

The tunnel beyond this archway is low and cramped, circular in cross-section, with floor, walls, and ceiling made of what looks unsettlingly like leather. These surfaces bear hundreds of thousands of words written in Abyssal, carved into the leathery substance in a tangled mass of interwoven spirals.

This "hallway" is in fact the body of a fiendish mottled worm (an aquatic variant of the purple worm) of monstrous proportions, its body cored out and preserved to create a coiling tunnel 5 feet in diameter. Although the preserved flesh has the flexibility and feel of leather, it's as tough as stone (hardness 8, hp 60 per 5-ft. section, Break DC 32). If the PCs break through the preserved hide into the surrounding room, they find merely an empty chamber full of dust and debris that once served as another sala in the temple. From the outside the purple worm is easily identifiable for what it actually is. The runes are prayers to Demogorgon interwoven with the magic of the trap that wards this chamber.

Creature: If, four rounds after a creature enters this room, there are still creatures inside the tunnel, a potent magical effect activates and resurrects the ancient worm. The monster reflexively coils up into the room (into its 20-foot space), but any creatures inside of the hallway when this transformation occurs are automatically considered to be swallowed whole—any holes or damage inflicted on the worm's body

before it resurrects is immediately healed upon its return to life. The worm immediately attacks any creatures not be already swallowed—the monster's narrow body and boneless structure allows it to squeeze through 5-foot-wide openings if it needs to pursue foes.

ANCIENT WORM **CR 20**
Advanced elite fiendish mottled worm
NE Gargantuan magical beast (aquatic)
Monster Manual 211, 107
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +35, Spot +0
Languages Abyssal

AC 20, touch 5, flat-footed 20
hp 496 (32 HD); **DR** 10/magic
Resist cold 10, fire 10; **SR** 25
Fort +27, **Ref** +17, **Will** +10

Spd 20 ft., burrow 20 ft., swim 10 ft.
Melee* bite +35 (3d8+26) and sting +30 (3d6+18 plus poison)
Space 20 ft.; **Reach** 15 ft.
Base Atk +32; **Grp** +60
Atk Options Awesome Blow, Cleave, Improved Bull Rush, Power Attack, improved grab (bite), smite good 1/day (+20 damage)
Special Actions swallow whole
*10-point Power Attack

Abilities Str 42, Dex 8, Con 29, Int 3, Wis 10, Cha 6
SQ amphibious
Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite, sting), Improved Natural Attack (bite, sting), Improved Toughness (+1 hp/HD), Power Attack, Weapon Focus (bite, sting)
Skills Listen +35, Swim +24

12. Boiling Pool

The floor of the chamber has collapsed, leaving a boiling pool of green water five feet below a rickety wooden bridge, its planks slippery with green mold and black mildew. The chamber is stifling, with clouds of sulfurous steam filling the room, preventing an accurate guess at the room's size or the eventual destination of the rickety bridge.

The water in this room comes from a portion of Shadowsea where volcanic vents heat the normally freezing water to boiling. As a result, the extreme heat in the room requires a Fortitude save every 10 minutes to avoid taking nonlethal damage as described on page 303 of the *Dungeon Master's Guide*. The water itself is 20 feet deep. Being splashed causes 1d6 points of fire damage; being totally immersed in boiling water causes 10d6 points of fire damage. The steam in the room functions as obscuring mist—creatures five feet away have concealment (20% miss chance), while those farther away have total concealment (50% miss chance). A character walking on the bridge must make a DC 12 Balance check; failure by 5 or more indicates the character has slipped and fallen into the boiling water below.

The door to area **13** is made of an ultrahard metal called obdurium, and is locked by an *arcane lock* spell (CL 20th). The door is also red-hot—contact with it causes 2d6 points of fire damage. The door is locked with an almost impossibly complex lock (Open Lock DC 50)—Nulonga carries the key on a cord around his neck, but the complexity of the lock means it takes four rounds to open it with the key. Open Lock attempts take 10 rounds. Unless the door is first cooled (Nulonga typically casts *chill metal* via his *limited wish* to do so), the somewhat fragile key must make a DC 20 Fortitude save each round (using the user's saving throw) to avoid melting.

Obdurium Door: 6 inches thick; hardness 30; hp 360; Break DC 72.

13. Chamber of the Great One (EL 22)

Murky waters lap at the sloping shore that serves this room as a floor, giving off an acrid, rotten stench. In the shallows sits an enormous oyster, rising from the water like a massive shark's fin, its valves serrated and spiked and studded with razor-sharp horns. The blackened and pitted shell smokes as if had recently been exposed to great heat, and its interior is charred black as well rather than the expected opalescence of mother-of-pearl. Within, on a slithering bed of horror and alien flesh, rests a huge black pearl, larger than a man's head, that pulses with black energy in which ghostly, disembodied faces seem to shriek. A pair of four-foot-high wooden stakes with strips of leather hanging from their sharpened points protrude from the oily sand on the narrow beach near the monstrous shellfish.

The moment the room is entered and the party gets a quick look at the *master pearl*, the fiendish oyster senses intruders and snaps shut to protect its treasure. This fiendish giant oyster is the very one from which the original *shadow pearl* that brought down Thanaclan grew. Demogorgon transported it to the Abyss and has used it to grow a *master pearl* capable of detonating all of the shadow pearls simultaneously. If the pearl is triggered during the proper ritual in area **8**, the savage energy released throughout the Material Plane is siphoned into the pearl and thence into Demogorgon—if this occurs, see Concluding the Adventure. Nulonga oversaw the slow process of this pearl's growth, providing it with the humanoid sacrifices necessary for its proper growth.

The oyster itself is as hard as adamantine. Attempts to pry it open require a fantastic Strength, and any creature that attempts to do so or who attacks it with a natural weapon, unarmed strike, or light weapon takes 1d6 points of slashing damage from the shell's many razor-edged horns. *Knock* won't open the shell, but *dispel chaos* or *dispel evil* forces its valves to fall open if the caster can succeed on a DC 35 caster level check. The oyster is a living creature, so antimagic has no effect on it.

Once the oyster's shell is destroyed or its valves forced open, the *master pearl* within can be snatched with ease. Of course, any non-chaotic evil creature that touches the *master pearl* is burned for 5d6 points of vile damage (Will DC 20 half)—*telekinesis* and other methods of remote manipulation can prevent this damage, but wearing heavy gauntlets or attempting to knock the pearl loose with a weapon offers no protection—its vile energies travel through whatever object is used against it to burn its aggressor. Vile damage can

only be healed by magic cast within the area of a *consecrate* or *hallow* spell. Any creature that takes any vile damage from the *master pearl* must also make a DC 30 Will save to resist being transformed into a savage creature. As an artifact, the *master pearl* is immune to most mortal attacks, although a *Mordenkainen's disjunction* has the usual chance of destroying it. Barring its destruction, simply removing the *master pearl* from Wat Dagon is enough to stem the Savage Tide until Demogorgon can retrieve the pearl.

If the PCs haven't yet slain Nulonga, a familiar corpse greets them here. Vanthus Vanderboren's body (rebuilt by Demogorgon's will if his coporeal remains were destroyed in "Into the Maw") has been put on grisly display in this room, strung up between the two wooden stakes driven into the sand. If Nulonga has been killed, his soul possesses Vanthus's body and animates it as a juju zombie.

Fiendish Giant Oyster: Hardness 20; hp 360; Open DC 34; Break DC 48; Fort +24, Ref +1, Will +12; immune to acid, cold, fire, and mind-affecting effects.

Creature: Upon inhabiting Vanthus's body, Nulonga easily wriggles free from the bonds and hacks off his legs on the razor-sharp edges of the fiendish oyster's shell. He then slides into the water on the far side of the oyster, lying in wait underwater for the PCs to arrive, casting Extended *fly*, *false life*, *resist energy*, *protection from law*, and *shield*.

NULONGA AS VANTHUS **CR 22**

Male old juju zombie human sorcerer 10/thrall of Demogorgon 10
CE Medium undead
Unapproachable East 67
Init +3; **Senses** Listen +4, Spot +4
Languages Abyssal, Aquan, Olman

AC 19, touch 9, flat-footed 19
hp 133 (20 HD); **DR** 5/slashing
Immune electricity, magic missile
Fort +10, **Ref** +5, **Will** +18

Spd 10 ft. (can't run)
Melee slam +14 1d6–1
Base Atk +15; **Grp** +14
Atk Options Power Attack
Special Actions death touch, death wish, *Demogorgon's will*, hypnosis, reaching touch, rotting touch, summon demon, touch of fear
Sorcerer Spells Known (see page 87)

Abilities Str 9, Dex 9, Con —, Int 10, Wis 18, Cha 22
SQ dual actions, metamagic specialist, scaly flesh, turn resistance +4, two personas
Feats Craft Wondrous Item, Dark Speech, Extend Spell, Forge Ring, Improved Initiative, Power Attack, Quicken Spell, Spell Focus (necromancy), Thrall to Demon (Demogorgon), Toughness, Willing Deformity
Skills Bluff +29, Climb +7, Concentration +23, Intimidate +27, Knowledge (arcana) +13, Knowledge (religion) +14, Knowledge (the planes) +14, Spellcraft +15

Tactics: Nulonga's tactics in this final battle are similar to those he used against the PCs before, only this time he has nothing but his spells to assault them with. He casts a quickened *displacement* on the surprise round in addition to casting an area *greater dispel magic* on the party. He then

uses *wall of force* to keep the PCs divided, *feeblemind* against spellcasters, and *flesh to stone* or *finger of death* against other foes. He augments his attacks each round with quickened *magic missiles*, *rays of enfeeblement*, and *blindness/deafness*. If he is destroyed again, Nulonga's spirit seeks out any other suitable humanoid bodies to possess—while Saint Kargoth was a half-fiend in life (and thus, being an outsider, cannot be animated by Nulonga), the numerous troglodyte ghasts are all eligible bodies for him to return in. Nulonga takes time only to cast *fly* on himself in this case, racing back to area **13** as quickly as he can to confront the PCs again. If they think to close the door, he uses a *limited wish* to open it with a *knock* spell, otherwise he waits impatiently for Demogorgon to arrive and joins his master in the last battle.

PART FOUR: LORD OF THE SAVAGE TIDE

Despite the number of distractions the PCs have thrown against Demogorgon, he triumphs over Orcus at about the same time the PCs enter Wat Dagon, forcing the Prince of Undeath to retreat back to Thanatos to nurse his wounds (Orcus returns to Gaping Maw shortly thereafter, but arrives at a remote point in the Screaming Jungle and remains hidden—he simply wants to be on Gaping Maw if Demogorgon is defeated so he'll have a chance for the crown). Demogorgon then teleports to Lemoriax to aid in the defense of his city—by this point, Gwynharwyf and Quah-Nomag's legions have penetrated the city's outer defenses and are causing incredible damage to the city.

Yet once the PCs reach the Chamber of the Great One, Demogorgon finally realizes the truth behind the attacks. They were not orchestrated by his archenemies Orcus and Gwynharwyf, but by a band of foolish mortals. His rage at the realization intense, he abandons Lemoriax by casting *gate* to create a portal to area **13** in Wat Dagon. Through the *gate* can be seen the city of Lemoriax in flames, armies of demons being driven deeper into its heart by the advance of Gywnharwyf's and Quah-Nomag's armies. Yet the sight of the Prince of Demons himself shouldering his way through the portal should be enough to strike horror into the PCs' hearts—the final battle has begun!

Creature: As Demogorgon enters Wat Dagon, his twin heads shrieking in rage, his overwhelming dual voices ring telepathically in the heads of all present: "Fools! At last you reveal yourselves to my wrath. The audacity of your ridiculous plan is almost enough to convince me to simply destroy you. But here I find you at this, the heart of my savage tide. Know that even as my minions crush the last of your pathetic invasion, your own deaths will be neither quick nor painless. They will be works of wonder, tortures to inspire the ages. You will, at my touch, become legends!"

At the height of his power, Demogorgon is a CR 33 creature with the resources of an Abyssal layer at his command. Yet if the PCs have done their jobs, what they face now is merely a shadow of the Prince of Demon's true might. A taxing battle with Orcus, the draining of power to maintain the interdiction zone, the recent loss of several key aspects (and possibly even clones), and the portion of his very life essence that he has placed into the *master pearl* in order to make his plan of harmony between his personalities work have all combined to weaken Demogorgon to the point that the PCs may actually have a chance against him.

The statblock for Demogorgon presented below represents him at full strength. Depending on how many different steps the PCs have successfully taken to distract and weaken him, the actual incarnation of the Prince of Demons they face may be much less deadly, although never less than a CR 23 menace. There are five things that the PCs can have done to weaken Demogorgon:

- **Recruit Orcus**: If the PCs secured Orcus' aid, the Prince of Undeath confronts Demogogon at Abysm. While unable to defeat Demogorgon at this time, Orcus's efforts weaken him significantly.
- **Slay Arendagrost**: The destruction of one of Demogorgon's most powerful offspring causes a corresponding (but temporary) loss in his personal lifeforce.
- **Defeat Both Clones**: If both Bagromar and Tetradarian are slain and/or forced to turn traitor against Demogorgon, Demogorgon suffers a loss of his lifeforce that, given several months, he can rebuild.
- **Release Obox-ob**: The Prince of Vermin is, perhaps, the one thing Demogorgon fears. Even though only an aspect, Obox-ob's manifestation on Gaping Maw is incredibly demoralizing to the Prince of Demons.
- **Malcanthet's Betrayal**: If Malcanthet shares a bond with one of the PCs still, she can use that bond to telepathically lash out at Demogorgon as he appears in Wat Dagon. What the Queen of Succubi whispers to her soon-to-be ex-lover is heard only by Demogorgon, but it causes him to falter for a moment, to almost slump in rejection and defeat, and then to roar in a terrible rage. He focuses the majority of his attacks on Malcanthet's proxy, but the demoralizing rebuke has done its damage.

Total the number of factors the PCs were able to achieve; each one of these successes effectively imparts two negative levels to Demogorgon that he cannot remove without several months of recuperation in Gaping Maw. These negative levels function somewhat differently than normal negative levels; they reduce his hit points by 5 + his Constitution modifier, reduce his spell resistance and natural armor bonus by 2 each, remove some of his spell-like abilities, reduce the save DCs of his attacks, and in some cases remove special abilities entirely.

DEMOGORGON **CR 33**

CE Huge outsider (aquatic, chaotic, evil, extraplanar, tanar'ri)

Init +11; **Senses** darkvision 60 ft., true seeing; Listen +48, Spot +48

Aura demonic command (120 ft.), *unholy aura* (spell in effect)

Languages Abyssal, Aquan, Common; telepathy 300 ft.

AC 59, touch 19, flat-footed 44 (–2 size, +11 Dex, +32 natural, +4 armor, +4 deflection); Dodge, Mobility

hp 869 (37 HD); fast healing 20; **DR** 20/cold iron, epic, and good

A Weakened Prince

NL	HP	SR	AC	DC1	DC2	Spell-Like Ability	Special
2	823	44	56/19/41	42	35	*blasphemy*	Aura of demonic command
4	777	42	53/19/38	38	31	*power word stun*	*Symbol*
6	731	40	50/19/35	34	27	*dominate monster*	Tail energy drain reduced to 1d4
8	685	38	43/19/32	26	23	*weird*	Mage armor
10	639	36	39/19/29	22	19	*gate*	Initial rot damage reduced to 1d6 Constitution

NL: The number of negative levels imparted to Demogorgon. This number is applied as a penalty to his attack rolls, saving thows, skill checks, and ability checks.
CR: Demogorgon's effective CR score at this amount of negative levels.
HP: Demogorgon's maximum hit points with the negative levels in play.
SR: Demogorgon's new spell resistance.
AC: Demogorgon's new armor class, listed as base/touch/flat-footed
DC1: The adjusted save DC for his energy drain and rot attacks.
DC2: The adjusted save DC for his gaze weapons.
Spell-Like Ability: What spell-like ability is lost. These losses are cumulative with each additional set of negative levels.
Special: What special ability is lost. As with Spell Like Abilities, these losses are cumulative with each additional set of negative levels.

Immune electricity, petrification, poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 46
Fort +42, **Ref** +35, **Will** +32

Spd 50 ft., fly 60 ft. (good), swim 50 ft.
Melee* 2 tentacles +46 (1d8+31 plus rot) and 2 bites +44 (2d6+23) and tail slap +44 (2d6+23 plus energy drain)
Space 15 ft.; **Reach** 15 ft.
Base Atk +37; **Grp** +61
Atk Options Combat Expertise, Combat Reflexes, Dark Speech, Power Attack, Spring Attack, Whirlwind Attack
Special Actions dual action, gaze, *summon demon, symbol*
Spell-Like Abilities (CL 25th)
At will—*astral projection, blasphemy, charm monster* (DC 25), *contagion* (DC 25), *desecrate, detect good, detect law, fly, greater dispel magic, greater magic fang, greater teleport, plane shift* (DC 28), *project image, shapechange, sticks to snakes* (see DRAGON #317), *telekinesis* (DC 26), *unhallow, unholy aura* (DC 29), *unholy blight* (DC 25)
3/day—quickened *feeblemind* (DC 26), quickened *greater dispel magic, gate, heal, power word stun*
1/day—*dominate monster* (DC 30), *weird* (DC 30)
*10-point Power Attack, *greater magic fang* (+5) on all natural weapons

Abilities Str 42, Dex 32, Con 46, Int 30, Wis 26, Cha 32
SQ amphibious, item master, mage armor
Feats Combat Expertise, Combat Reflexes, Dark Speech*, Dodge, Improved Bull Rush, Improved Initiative, Improved Toughness (+1 hp/HD), Mobility, Multiattack, Power Attack, Quicken Spell-Like Ability (*greater dispel magic, feeblemind*), Spring Attack
Skills Bluff +51, Concentration +58, Diplomacy +59, Hide +43, Intimidate +55, Jump +64, Knowledge (arcana) +50, Knowledge (history) +50, Knowledge (nature) +50, Knowledge (religion) +50, Knowledge (the planes) +50, Listen +48, Move Silently +51, Search +50, Sense Motive +48, Spellcraft +54, Spot +48, Swim +64
*Dark Speech is a feat from *Fiendish Codex I*. If you don't have access to this book, replace this feat with Awesome Blow.

Aura of Demonic Command (Su) As Prince of Demons, Demogorgon exudes an aura of demonic command to a radius of 120 feet. With a few exceptions, no demons within this area can take any action without Demogorgon's permission. Demogorgon reflexively grants permission to act on the demon's turn. An affected demon in this area must make a DC 39 Will save whenever he attempts to take any action that Demogorgon does not permit. Success indicates that he may take the action, while failure means that the demon not only loses that action but also takes 2d6 points of Charisma damage as Demogorgon's wrath tears into his mind. Demons within the area that Demogorgon are not aware of may act as they will, as can any demon with the Abyss-Bound Soul feat keyed to any other demon lord (although Demogorgon automatically recognizes rival Abyss-Bound Souls as soon as they enter his aura of demonic command). The Abyss-Bound Soul feat is detailed in *Fiendish Codex I: Hordes of the Abyss*. Demon lords are not affected by Demogorgon's aura of Demonic Command. The save DC is Charisma-based.

Dual Action (Ex) Demogorgon, having two heads with distinct intelligences and personalities, can take two rounds' worth of actions in any given round, as if he were two creatures.

Energy Drain (Su) Any living creature hit by Demogorgon's tail slap gains 1d6 negative levels. For each negative level bestowed, Demogorgon heals 5 points of damage. If the amount of healing is more than the damage he has taken, he gains any excess as temporary hit points. It's a DC 46 Fortitude save to remove a negative level. The save DC is Constitution-based.

Gaze (Su) Each of Demogogon's heads has its own gaze attack. Any creature within 30 feet of the demon lord must make two successful DC 39 Will saving throws each round at the beginning of its turn, the first save against Demogorgon's beguiling gaze and the second one against his insanity gaze. The save DC is Charisma-based. Demogorgon can actively target foes with his beguiling gaze and insanity gaze, in which case each gaze requires a standard action to activate. As a standard action, he may lock the gazes of both heads on a single target and

use a special hypnosis effect. He cannot use his hypnosis gaze during the same round in which he uses his beguiling gaze, his insanity gaze, or both.

Beguiling Gaze: The gaze attack of Aameul, Demogorgon's left head, is the equivalent of a *charm monster* spell.

Insanity Gaze: The gaze attack of Hethradiah, Demogorgon's right head, is the equivalent of an *insanity* spell.

Hypnosis Gaze: Only a target with 15 Hit Dice or more is allowed a save to avoid the gaze of both Demogorgon's heads. Those who succumb to this gaze are affected as though by a *hypnotism* spell.

Item Master (Ex) Demogorgon can use any magic item, even spell completion items such as wands or scrolls. He can also create any magic item or construct as though he had the necessary feats and pre requisite spells or other requirements.

Mage Armor (Su) Demogorgon is constantly surrounded by an aura of force that provides armor protection identical to a *mage armor* spell that cannot be dispelled.

Rot (Su) Any living creature touched by Demogorgon's tentacles must succeed on a DC 46 Fortitude save, or its flesh and bones rot away. The creature takes 1d8 points of Constitution damage immediately and 2 points of Constitution damage every hour thereafter until it dies or a *remove disease* spell is cast. This spell stops further damage only if the caster makes a DC 30 Caster Level check. The save DC is Constitution-based.

***Summon Demon* (Sp)** Demogorgon can summon demons to his side to serve him, using a variant of most tanar'ri's *summon tanar'ri* spell-like ability. He can summon any number of demons with this ability as a standard action, as long as all the demons summoned are of the same type—if Demogorgon wishes to summon a succubus and a nalfeshnee, he'll need to use this ability two separate times. He can summon up to 30 Hit Dice of demons per day with this ability. Although he can summon any type of demon (including loumaras, obyriths, and demons without a subrace), he cannot summon unique demons or demon lords using this ability. This ability is the equivalent of a 9th-level spell (CL 20th).

***Symbol* (Sp)** Demogorgon can cast any *symbol* spell once per day as a spell-like ability.

True Seeing (Su) Demogorgon has the effects of *true seeing* constantly active; this ability cannot be dispelled.

Constant Spell-Like Abilities Since he can use *fly*, *unholy aura*, and *greater magic fang* at will as spell-like abilities, these spells are always in effect when he's encountered. The effects of these spells and spell-like abilities are included in the stat block above.

Tactics: As Demogorgon creates his *gate*, Gwynharwyf notices the portal open from the field of battle. Eager to aid in the fight against her old enemy, Gwynyarwyf assumes whirlwind form on the surprise round. She rolls a +11 initiative check on the first round of combat—if she beats Demogorgon, she can take a run action to move through the *gate* and into area **13** to aid the PCs as well (note that she can automatically tumble through Demogorgon's square and avoid attacks of opportunity as she passes through the *gate*). Gwynharwyf's stats appear in *Dungeon* #149—if she makes it into area **13**, you should hand the PCs a copy of her stats and allow them to run her in the battle to come. Gwynharwyf enters the battle already wounded, at only 200 hit points and with only one mighty rage remaining, and having expended both *cure serious wounds* spell-like abilities for the day.

Another individual notices Demogorgon's act as well—watching the battle of Lemoriax from a safe distance, Iggwilv notices the *gate* open. She teleports to the main entrance of Wat Dagon and enters the structure via that route, not wishing to get caught up in a battle against Demogorgon but eager to be nearby when it reaches its conclusion.

Once the battle begins in earnest, Demogorgon utilizes the following tactics.

Surprise Round: Demogorgon opens his *gate* and steps into area **13**, delivers his telepathic monologue to the PCs. Gwynharwyf notices the *gate* open and assumes whirlwind form. Iggwilv notices *gate* open and teleports to the entrance of Wat Dagon. Soothed by Demogorgon's presence, the fiendish oyster relaxes and opens its valves.

Round 1: If she beats Demogorgon's initiative, Gwynharwyf can move into area **13**, whereupon she falls under PC control. On his turn, Demogorgon ceases concentrating on the gate (causing it to close behind him), uses a quickened *feeblemind* on a spellcasting PC, and then uses the first of his actions to *telekinesis* the *master pearl* into Hethradiah's mouth (his right head) where it is promptly swallowed. He uses his second action to summon a balor (Demogorgon does not have to make the caster level check to use summon spells in Wat Dagon).

Round 2: Demogorgon attempts to telepathically contact Nulonga if he isn't present; if he discovers that the now-undead shaman is waiting on the other side of the closed and locked door in area **12**, Demogorgon can spend a standard action to open the door. Otherwise, he spends one of his actions to attack (a full-round attack if possible), uses another action to use an area *greater dispel magic* on the PCs, and uses a second quickened *feeblemind* on a PC.

Round 3+: In the following rounds, Demogorgon generally takes one of his dual actions to make a full attack action (or to move and make a single attack) and uses another action to use a spell-like ability or to direct a gaze weapon at a specific PC. Whenever he's reduced below 300 hit points, he casts *heal* on himself. In the first few rounds of combat, he's likely to focus the majority of his attacks on Gwynharwyf—she can likely take a few rounds of dedicated attacks from the Prince of Demons, but she won't last for long. But by distracting Demogorgon, she certainly gives the PCs the opportunity to get in a few rounds of actions. If the PCs retreat back through Wat Dagon, Demogorgon is too large to squeeze through five-foot-wide doors and has to instead cast *shapechange* to temporarily assume a smaller form to pursue.

Iggwilv reaches area **12** at the end of round 3. If the door to area **13** is closed and locked, she opens it with a *limited wish* (to duplicate a *knock* spell) but remains out of sight in the steam, preparing an action in case Demogorgon tries to escape.

Unless the PCs manage to fully distract him and inflict the full 10 negative levels,

Demogorgon retains the ability to create a gate. If things are looking grim and he's reduced to less than 100 hit points, the Prince of Demons casts *gate* to retreat to Abysm in an attempt to escape with the *master pearl* safe in his belly. Unfortunately for Demogorgon, by this point Iggwilv has reached the area and has prepared an action for just such an event. As he casts *gate*, the Witch Queen casts *dimensional lock* in the room, effectively blocking the gate and giving the PCs one more round to finish him off.

There's a small chance nevertheless that Demogorgon might manage to escape once things turn bad. If he can retreat to Abysm with the *master pearl*, he's effectively unreachable for now—penetrating Abysm's defenses is an adventure in and of itself. Demogorgon still lives, and the *master pearl* still exists, but this situation still isn't a total loss for the PCs (see Concluding the Adventure).

End of a Demon Prince

Although the PCs need not slay Demogorgon to prevent the savage tide (see Concluding the Adventure), killing the Prince of Demons is the most direct way to stop his plans. If Demogorgon is struck a mortal blow, a nimbus forms around his heads resembling two crowns of dark energy. These crowns quickly merge into one single crown, and as the towering demon lord crumbles to the ground, his dying roar echoes out from Wat Dagon and into both Gaping Maw and Shadowsea—a beacon to all who lust for power.

At this point, all creatures on Gaping Maw and Shadowsea are instantly aware of Demogorgon's fall and realize that the strange crownlike emanation is the right of mastery over the entire layer. Every being on the plane who aspires to the title of Prince of Demons realizes he may attempt to claim the title as his own.

To attempt to claim the title of Prince of Demons, a character need only make a level check modified by his Charisma modifier. The character who struck the killing blow on Demogorgon (not just one who reduced the demon lord to 0 or negative hit points) gains a +15 circumstance bonus on this check. Creatures with a blood relation to Demogorgon gain a +5 circumstance bonus on the check. Creatures (like Graz'zt) who did not participate in a meaningful way in the savage tide or the War of Gaping Maw suffer a –10 penalty. While many creatures on Gaping Maw and Shadowsea lust for the mantle of rulership, only a few are likely contenders and thus need be considered in this contest. These individuals and their modified checks are as follows: Arendagrost +33, Bagromar +41, Belcheresk +34, Dagon +38, Ghorvash +26, Graz'zt +42, Gromsfed +36, Kargoth +31, Nulonga +28 (+26 as juju zombie), Orcus +43, Tetradarian +41, Ulu-Thurg +32, and Urbala +27.

Neither Celeste nor Gwynharwyf elect to try and take on such an onerous mantle, and Charon abstains as well (since the title would essentially amount to a "demotion" for him). Quath-Nomag, loyal as ever to Orcus, abstains in deference to his leige. Although she's tempted, Iggwilv also abstains, as she is happier with her current plans to utilize Demogorgon's "soul" for her own purposes—she more than any other mortal understands the perils associated with becoming a Princess of Demons.

Of course, any of the PCs are welcome to roll as well—and in fact, attempting to take the roll if only to keep such power from Orcus or the other fiends is an almost noble reason for sacrificing one's soul (which is essentially what taking on the mantle of Prince of Demons amounts to). Each contender rolls once, with ties being resolved by additional rolls. The winner becomes the new ruler of Gaping Maw, gaining control over its morphic characteristics and the tanar'ri subtype if he doesn't already have it. The new Prince of Demons's alignment immediately shifts to a chaotic or an evil alignment (prince's choice), and he is considered a native of the 88th layer of the Abyss. If a character is still serving as Malcanthet's proxy, she tries to force that PC to claim the crown, promising whatever she thinks it'll take in reward for essentially becoming her new lover. She resorts to casting *demand* on the player if it comes to it. If her agent fails to become the Prince of Demons for whatever reason, she tears her mark free from him, leaving an ugly red scar and inflicting 2d6 points of Charisma drain in the process. Malcanthet holds grudges—that PC has certainly not heard the last form her.

Stopping the Savage Tide

The surest way to stop the mass savage tide from ever occurring is to destroy the *master pearl*. *Mordenkainen's disjunction* has a chance of doing this, but such a route is risky. Once the PCs have control of the *master pearl*, they can retreat to a safe location (such as the eladrin Court of Stars, or even Iggwilv's Manor) where Demogorgon won't be able to follow with ease. If Demogorgon survives, he'll certainly wage war against wherever the PCs go in an attempt to regain the *master pearl*, so the PCs don't have a lot of time to research a method for the artifact's destruction. Fortunately, with the *master pearl* at hand, the solution is only a DC 40 Knowledge (arcana) check and a day of study in a well-stocked library away—the surest and safest way to destroy it is to immerse the savage artifact in waters of exceptional serenity and purity. Half a dozen such locations exist in the multiverse, but the one that the PCs likely have the easiest access to is the fountain of beauty in the Court of Stars. The pearl, once immersed, crackles and smokes, and seems ready to burst and trigger its savage tide anyway, then just as suddenly turns white and brittle, the consistency of chalk.

If the PCs don't have the allegiances with the eladrins or otherwise don't have the resources to destroy the *master pearl*, secreting the artifact away is a temporary solution at best. Demogorgon spares no expense in tracking the pearl down, and eventually finds it, no matter how well hidden it is. Of course, if this buys the PCs enough time to seek out and destroy all 34 *shadow pearls* hidden in the Material Plane, success is still theirs.

If Demogorgon is slain, the *master pearl* remains a threat. Anyone who learns the relatively simple ritual of activation can trigger it. The ritual, of course, must be performed in area **8** of Wat Dagon, so preventing access to this spot is a semi-

effective way to stave off the savage tide. Of course, if the new Prince of Demons is allied with the PCs, he can use his ability to exert morphic control over Gaping Maw to shunt Wat Dagon into oblivion, although doing so makes a permanent and dangerous enemy of Dagon.

If Demogorgon survives and manages to escape Wat Dagon with the *master pearl*, the PCs have still bought themselves a little time. It will take Demogorgon several weeks of recuperating in his fortress of Abysm before he's able to return to Wat Dagon to trigger the savage tide. In that time, the PCs could go on a crusade in the Material Plane to scour the world of the 34 *shadow pearls*, could bargain with Dagon to seal off Wat Dagon from Gaping Maw, or could even organize a daring invasion of Abysm in an attempt to finish the job. Such adventures are, unfortunately, beyond the scope of this adventure (but see Continuing the Campaign below).

The worst case scenario sees the PCs failing to stop the savage tide, either because Demogorgon slew them all or because they were forced to flee the Abyss. In this case, Gwynharwyf is forced to abandon her assault soon thereafter—Orcus has already essentially quit the field. Charon, satisfied that Demogorgon has paid for his crimes against the Styx, returns to his traditional duties as well. Gaping Maw emerges from the war scarred but largely unchanged, and soon thereafter, the savage tide descends upon the world.

CONCLUDING THE ADVENTURE

If the PCs were successful in their quest, weighty matters have come to a head. Methods for destroying the master pearl are detailed above, yet there likely remains several loose ends that need tidying up.

A Sacrifice to Ahazu: It's likely that the PCs were forced to make an unpleasant bargain with Ahazu the Seizer in return for the release of Shami-Amourae. If the PCs have already provided the Seizer with a replacement, then you can consider this loose end dealt with. If, on the other hand, they attempt to offer Demogorgon as the replacement, Iggwilv steps in to throw a kink into the plan (see below). In any event, Ahazu is not destined to gain Demogorgon as his latest prisoner. The PCs have what remains of their 66 days to find a replacement, otherwise they'll be drawn into the Wells of Darkness themselves. Of coruse, for epic-level characters, there are always other options—see the Ahazu Ascendant campaign seed.

Demogorgon's Death: With Demogorgon's death, the defense of Gaping Maw falls apart as his hordes disperse in a panic, melting into the endless jungle and oceans. Orcus quickly claims Lemoriax whether he's become the new Prince of Demons or not—if not, he maintains a reinforced beachhead that remains a thorn in the side of whomever rules in Demogorgon's stead. The eladrins conclude that their part in the invasion is done with Demogorgon's death and begin a systematic withdrawal, but not before Gwynharwyf and Celeste make sure that the PCs have a way out of the Abyss as well. The PCs have made eternal friends of the Court of Stars, but if one of them took the mantle of Prince of Demons, that one is forever viewed suspiciously as the eladrins wait to see if he, too, will succumb to demonic tendencies and need to be destroyed. Regardless, the great alliance that laid Demogorgon low quickly dissolves as each faction returns to its own interests.

Iggwilv's Plan: Iggwilv, now in possession of *Tuerny's Iron Flask*, makes herself known a few rounds after Demogorgon's defeat. If one of the PCs has become the new Prince of Demons, she smiles at him and invites him to drop by her manor, any time, for a long chat. She then unstoppers the flask and uses it to draw in the lingering motes of blackness and writhing smoke that coil around Demogorgon's corpse. As she draws in this essence, capturing what's left of Demogorgon's "soul," the dead demon lord's body melts away into the Abyss, leaving behind a permanent black stain on the shore. Iggwilv doesn't explain why she's gathering Demogorgon's soul, but it certainly prevents Ahazu from seizing him (see above), and if the PCs want to stop her, they'll need to fight her. Once she's gathered all of Demogorgon's remains in the flask, she retreats to her manor—she has little interest in pursuing further interactions with the PCs at this time.

The Vanthus Situation: Vanthus, a thorn in the PCs' sides throughout the majority of the campaign, finds his final fate in the PCs hands. Lavinia has little interest in redeeming him, and indeed he may be beyond redemption, yet a PC who takes him under his wing may find that after all he's been through, Vanthus Vanderboren may yet have a sliver of honor left in what remains of his fractured soul.

CONTINUING THE CAMPAIGN

By the end of this adventure, the PCs should be at least 21st level, yet this does not mean that the adventure is over. Presented here are several adventure seeds that you can use to develop additional scenarios to challenge your now-epic-level PCs.

Ahazu Ascendant

If the PCs promised Ahazu a replacement prisoner for Shami-Amourae, they likely have only a few weeks remaining to find a proper sacrifice. Yet, as powerful as Ahazu is, he remains a prisoner himself, and the PCs are now powerful as well. If the characters decide to go back on their word and don't provide a replacement prisoner, the Wells of Darkness attempt to claim them instead, striking against the PCs 66 days after Shami-Amourae's release. Normally, nothing could prevent the PCs from being captured by the Abyss, but if Demogorgon has been defeated, they are the stuff of legend. Each PC gains a DC 30 Will save to resist being drawn into the Wells of Darkness, and since the Wells are attempting to capture all of them, all of the PCs must fail this save in order for them to become imprisoned. PCs on the Abyss at the time take a –10 penalty on this save, and those actually on the Wells of Darkness automaticaly fail their save.

If the Wells of Darkness fail to capture them, they do not try again. Yet the vacancy left by Shami-Amourae vexes and enrages Ahazu, and over the course of the next several months or years, the Siezer breaks free

from his self-imposed prison in a fit of rage that releases all of the other prisoners of the Wells. The sudden return to the multiverse of so many powerful entities takes many pantheons by surprise, and the PCs may be called upon time and time again to deal with these escaped menaces. Eventually, Ahazu seeks the PCs out in an attempt to capture them himself—unless the PCs can defeat the CR 29 demon lord, they may be doomed.

New Thanaclan

Iggwilv may have helped the PCs against the savage tide, yet she has never truly had their best interests at heart. In fact, one might view her actions as nothing more than a way to gather Demogorgon's essence in *Tuerny's Iron Flask*.

Once she has this essence, Iggwilv sets her newest plot into motion, a plot to rebuild her empire on the Material Plane. The site for her plot, this time, is none other than the Isle of Dread. Using Demogorgon's essence, Iggwilv travels to the ruins of Thanaclan, and in a single night of hideous power, resurrects the fallen city, rasing ruins from lake and erosion to build herself a new empire. She populates New Thanaclan with demons, cambions, apprentices, and other monsters culled from the region, and soon begins to lay her plans to create a series of portals through which she hopes to extend her rule to several bickering and unsuspecting regions to the north.

Of course, Farshore is among the first locations to learn of the strange new developments on the central plateau, and if the PCs aren't already living there, a panicked message from Lavinia about strange lights atop the plateau and rumors of a reborn Thanaclan should be more than enough to bring the PCs to investigate. Opposing Iggwilv is no small task, though, especially since the Witch Queen likely knows their weaknesses.

The Return of Obox-ob

Regardless of who claims the mantle of Prince of Demons (or even if Demogorgon survives), the events in Gaping Maw leave the Prince of Demons weak and shaken. Obox-ob, the Prince of Vermin, senses this weakness from the depths of Zionyn, the 663rd layer of the Abyss, and while he doesn't immediately assault Gaping Maw, he certainly begins sending his armies of obyrith monstrosities (some of which have never before been seen by those beyond Zionyn's uncharted reaches). These attacks grow quickly in power, and if Obox-ob manages to depose the Prince of Demons to reclaim his crown, the very nature of the Abyss changes. The tanar'ri, once fecund and potent, are forced into hiding as the Abyss itself begins to disgorge new obyrith armies. While one might suppose that what's bad for the tanar'ri is good for the rest of the multiverse, the ascending obyrith plague does not remain in the Abyss. Horrors long dead begin spilling through portals and into the Astral Plane, plaguing dozens of sites throughout the multiverse. The eladrin and the elemental planes are hit hardest—the obyriths remember their loss so long ago and are ravenous for revenge. As one of the few who stood against a prince of demons and survived, powerful forces may turn to the PCs to aid them in stemming the obyrith tide and sending Obox-ob back into the depths of Zionin.

Rise of a Demon Prince

Demogorgon's nature was partially the result of the will of the Abyss, as manifested through Gaping Maw. Each month the new Prince of Demons rules the layer, he must make a DC 30 Will save to avoid succumbing to a form of madness that implants within him conflicting dual personalities that eventually result in the growth of a second head. Only beings who were already demon lords escape this fate.

In any event, a PC Prince of Demons finds that his new title may not be worth the trouble. Both Orcus and Graz'zt, assuming the new prince to be weak and untested, wage a relentless war against Gaping Maw. The new prince may have to seek alliances with other demon lords in order to keep his prize—Malcanthet is certainly a good start, but other demons like Dagon, Ilsidahur, and Zuggtmoy who once maintained alliances with Demogorgon may (or may not) be interested in continuing such ties with the new prince. Of course, these allies likely require perilous and dangerous deeds by the new prince before they pledge their aid.

The Succubus War

With Shami-Amourae's release from the Wells of Darkness, Malcanthet's claim to the Razor Throne of Shendilavri begins to erode. Shami-Amourae wastes no time in rebuilding her resources, and before long has not only forged an alliance with Lynkhab, but has delved into the Dreaming Gulf to rescue the succubus Xinivrae from the horrid fate Malcanthet visited upon her. Malcanthet defeated these contenders for her crown before, but now the three succubi are working together, and as their combined forces begin to whittle inexoriably away at Malcanthet's armies and resources, the Queen of Succubi may just turn to the PCs she helped against Demogorgon. This time, though, it is she who needs the aid, and if the PCs refuse to help, she may just set into motion one of her typically complex plots to manipulate mortals into doing her bidding... starting with framing Shami-Amourae for all maner of horrendus crimes against the PCs in an attempt to trick them into opposing the Lady of Debased Eros.

Demogorgon Rising

Finally, there is the matter of Demogorgon himself. Even if the PCs manage the near-impossible and slay him on his home plane, the ex-Prince of Demons will not remain dead for long. Like Obox-ob and Orcus before him, it's only a matter of time before Demogorgon returns to the Abyss, whether grown from the shell of a surviving aspect, resurrected by a loyal and powerful minion, or even spontaneously reformed by the Abyss itself. And once his strength returns, it takes no huge stretch of the imagination to predict who tops his list for revenge.

APPENDIX ONE: NEW MAGIC ITEMS

Acid Launcher

Price (Item Level): 20,000 gp (15th)
Body Slot: — (siege weapon)
Caster Level: 10th

Aura: Moderate; (DC 20) evocation [acid]
Activation: See below
Weight: 1,400 lb.

This magical ballista does not use traditional ammunition. Instead it fires a sphere of acid (maximum range 800 feet) that explodes in a 20-foot-radius spread. All creatures in the area take 10d6 points of acid damage, or half with a DC 15 Reflex save. An acid launcher requires no attack roll, takes up a 5-foot square, and requires a crew of three (or a single creature with six arms) to operate. Firing an acid launcher is a full-round action for all of its crew. The device, when created, has 50 charges—upon expending its final charge, the acid launcher melts into a puddle of acid itself, inflicting 3d6 acid damage on its crew (Reflex DC 15 negates this damage).

Prerequisites: Craft Magic Arms and Armor, *acid fog*.

Cost to Create: 10,000 gp, 800 XP, 20 days.

Blast Disk

Price (Item Level): 3,000 gp (7th)
Body Slot: —
Caster Level: 10th
Aura: Moderate; (DC 20) evocation (force)
Activation: Standard (manipulation)
Weight: 1 lb.

A *blast disk* resembles a jet-black 8-inch-diameter plate covered with tangled runes. When triggered, a blast disc explodes in a 10-foot-radius spread, dealing 5d6 points of force damage (Reflex DC 14 halves). The explosion completely consumes the disk, making this a one-use item.

A *blast disk* can be set to explode via proximity or a timer of up to five minutes—once the timer is set, you can deactivate it with a touch and a move-equivalent action. Others can deactivate it only wtih a DC 30 Use Magic Device check and a full-round action.

If the device is set to explode via proximity, the *blast disk* arms 3 rounds after it is activated. Thereafter, it explodes when the next Small or larger creatue enters the square in which it sits. That creature suffers a –2 penalty on the save to reduce damage inflicted by the *blast disk*.

Prerequisites: Craft Wondrous Item, *magic missile*.

Cost to Create: 1,500 gp, 120 XP, 3 days.

Demogorgon's Bilious Sphere

Price (Item Level): Major Artifact
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) abjuration, conjuration, enchantment, evocation
Activation: See below
Weight: 5 lb.

This twisted iron rod is topped by the *Bilious Sphere*, an obscene parody of the *Orb of Sol*. Any good creature that wields this major artifact gains one negative level that persists as long as the rod is held; this negative level never results in actual level loss, and cannot be overcome in any way while the rod is held.

Demogorgon's Bilious Sphere has the following powers:

- It functions as a +5 *heavy mace* that deals an additional +1d6 points of acid damage on a hit. Five times a day as a free action, the wielder may increase the acid damage done on a single hit to +3d6.
- It can be used to cast *stinking cloud* five times per day.
- It can be used to cast *acid fog* three times per day.
- Three times per day it can create three spheres of acid. These spheres function as *flame sphere*, save that they glow green and inflict acid damage. All three spheres can be moved individually with a single move action.
- Once per day, it can be used to create a feeling of intense hatred in a creature within 60 feet. The target can resist this effect with a DC 23 Will save, otherwise it views another creature within sight (chosen by the rod's user) as its most hated enemy. The target must do everything in its power to slay its enemy. This effect persists until the enemy is dead or 24 hours pass; it may be dispelled as if it were *dominate monster*.
- A creature whom Demogorgon favors can, as a free action, gain the following benefits once per day: immunity to acid, 4d12 temporary hit points, a +6 enhancement bonus to Strength, or DR 15/cold iron and good.

Force Missile Ballista

Price (Item Level): 20,000 gp (15th)
Body Slot: — (siege weapon)
Caster Level: 10th
Aura: Moderate; (DC 20) evocation [force]
Activation: See below
Weight: 1,400 lb.

This balista does not use traditional ammunition. Instead it fires a barrage of five *magic missiles* unerringly at any single target within 800 feet; each *magic missile* deals 1d4+1 points of force damage. After the missiles strike their initial target, an additional missile fires at every other creature within 30 feet of the primary target—each of these missiles strikes unerrignly as well for 1d4+1 points of force damage.

A *force missile balista* requires no attack roll, takes up a 5-foot square, and requires a crew of two (or a single creature with four arms) to operate. Firing a *force missile balista* is a full-round action for all of its crew. The device, when created, has 50 charges—upon expending its final charge, the *force missile balista* bursts into a storm of missiles that inflicts 5d4+5 points of force damage on every creature within a 30-foot radius—demonic commanders often order their underlings to save the device's last charge until the enemy is right on top of them and then use the final charge as a last-ditch attack.

Skull of Kallum

Price (Item Level): Major Artifact
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) necromancy
Activation: See below
Weight: 2 lb.

This is a human skull with a bronze strap riveted around it transversely to hold its jawbone in place. Battered and stained from long years, its four front teeth are missing and a rune written in Abyssal glows upon its forehead.

This skull once belonged to the adventurer Kallum Vanderboren, murdered by his own nephew Vanthus after he was seduced to evil by Ghorvash. Some time after Kallum's death, Ghorvash claimed the skull and, with Demogorgon's aid, caught the spirit of the betrayal in the skull.

The *skull of Kallum* is meant to be wielded as a light weapon. When a creature attacks with it, the skull's jaw bites and tears, inflicting 1d6 points of piercing, slashing, and bludgeoning damage. Although the skull provides no enhancement bonus to attack or damage rolls, it is treated as a magic evil weapon for the purposes of overcoming damage reduction.

The skull's true power lies in the betrayer's curse. Each time the skull inflicts damage, the victim must make a DC 22 Will save or become affected by this curse. This curse manifests in combat only—there's a 25% chance each round that the victim attempts to harm his closest ally with his most effective attack or spell rather than take his intended action. If no allies are within reach, he moves toward the closest visible target. If no allies are visible, the cursed victim spends his round roaring in anger and rage and can take no other action.

This curse is a mind-affecting compulsion. It can be removed by a *miracle* or *wish*, but *remove curse* is only effective if the caster succeeds at a DC 30 caster level check.

Totem of Negation
Price (Item Level): 200,000 gp (25th)
Body Slot: — (held)
Caster Level: 20th
Aura: Strong; (DC 25) abjuration, conjuration, enchantment, evocation
Activation: See below
Weight: 60 lb.

This is a hideous wooden pole decorated with leering demon faces. One end of the totem is sharpened to a point. Initially created by Graz'zt for use in battles against legions of spellcasting enemies, the secret of creating these powerful totems has long since been sold to numerous demon lords, among them Demogorgon. Nonetheless, the fantastic cost of creating a *totem of negation* ensures that they are not often used on the battlefield.

A *totem of negation* is a one-use item that activates as soon as it is thrust into the ground. At this point, the totem creates a 60-foot-radius spread of dead magic, a region in which no spell, spell-like ability, or supernatural ability can function. The dead magic zone persists as long as the totem remains in place. An active *totem of negation* remains anchored in place via an effect identical to that utilized by an immovable rod, except much more powerful. This effect is the only magical effect that can function inside of a dead magic zone created by a *totem of negation*. If a creature pushes against an active *totem of negation*, it must make a DC 30 Strength check to topple the totem—doing so causes the dead magic zone to end and leaves the *totem of negation* a mundane totem pole. A *totem of negation* can also be destroyed by damage, but it has Hardness 20 and 600 hit points. Regardless of how the totem is destroyed, the dead magic zone ceases to function immediately.

Prerequisites: Craft Wondrous Item, *antimagic field*.

Cost to Create: 100,000 gp, 8,000 XP, 200 days.

APPENDIX TWO: NEW MONSTER

Arendagrost: Maw of the Abyss

It is huge: a corpulent thing of darkness and hate and madness. A trio of maws gape from vaguely fiendish heads, each gigantic rotting mouth filled with row upon row of fangs. An obscenity of anger the size of a house, its body is little more than a writhing tangle of tentacles, each large enough to crush the life out of a man with but a moment's idle whim.

ARENDAGROST **CR 23**

CE Gargantuan outsider (aquatic, chaotic, evil, tanar'ri)

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., tremorsense 60 ft.; Listen +30, Spot +30

Aura death gaze (30 ft.)

Languages Abyssal; telepathy 100 ft.

AC 42, touch 6, flat-footed 42 (–4 size, +36 natural)

hp 487 (25 HD); fast healing 20; **DR** 15/cold iron and good

Immune acid, death effects, electricity, fire, mind-affecting effects, poison

Resist cold 30; **SR** 32

Fort +28, **Ref** +14, **Will** +16

Spd 60 ft., burrow 30 ft., fly 60 ft. (perfect), swim 40 ft.

Melee 3 bites +35 (2d8+14/19–20) and 4 tentacles (2d6+7/19–20)

Space 20 ft.; **Reach** 20 ft.

Base Atk +25; **Grp** +51

Atk Options Awesome Blow, Cleave, Fly-By Attack, Improved Bull Rush, Power Attack

Special Actions breath weapons

Abilities Str 39, Dex 10, Con 38, Int 6, Wis 14, Cha 16

SQ amphibious

Feats Ability Focus (death gaze), Awesome Blow, Cleave, Fly-By Attack, Improved Bull Rush, Improved Critical (bite, tentacle), Improved Initiative, Improved Toughness (+1 hp/HD), Power Attack

Skills Hide +16, Listen +30, Move Silently +28, Spot +30, Swim +50, Tumble +28

Environment 88th Layer of the Abyss

Organization solitary

Treasure none

Advancement —

Breath Weapons (Su) Each of Arendagrost's hideous maws possess a different breath weapon, each usable once every 1d4 rounds. The left head breathes a 50-foot cone of fire (20d6 fire, Reflex DC 36 half), the right a 50-foot cone of frost (20d6 cold, Reflex DC 36 half), and the central a 100-foot line of bloody acid (20d6 acid, Reflex DC 36 half). As a full-round action, Arendagrost can use all three breath weapons at the same time; otherwise, use of a single breath weapon is a standard action. The save DCs are Constitution-based.

Death Gaze (Su) Any living creature within 30 feet that meets Arendagrost's gaze must make a DC 27 Fortitude save or die instantly. The save DC is Charisma-based.

Arendagrost is the legendary offspring of Demogorgon, the Prince of Demons, and Malcanthet, Queen of the Succubi, the result of their first unholy tryst. For an age, Arendagrost was kept secretly shackled in the deepest bowels of Abysm, an abomination so horrid that not even the demon lord could stomach its twisted countenances. Arendagrost's first known appearance occurred almost 400 years ago when Lord Kargoth, first of the death knights, released Arendagrost from its prison as part of a profane ritual corrupting the power of the *Orb of Sol*. Arendagrost was unleashed upon the Great Kingdom outside Rel Deven and cut a swath of destruction toward the capital of Rauxes, laying waste to all in its path before finally being cut down by the combined might of the Knight Protectors of the of the Great Kingdom. Arendagrost's defeat banished it back to the Gaping Maw for 100 years, but it had proven its worth to its father.

Demogorgon saw that Arendagrost could be used to enforce his will if monitored carefully. The Prince of Demons created a lair for Arendagrost beneath the fortress of Ungorth Reddik, where it could serve to guard the land approach to his capital city of Lemoriax. Arendagrost also proved to be an expedient way to dispose of powerful prisoners that Demogorgon wished to eliminate. After Arendagrost's initial banishment had ended, Demogorgon began using it cautiously to wreak havoc and destruction on other layers of the Abyss and other planes. Legends tell of a small Material Plane world, now cold and dead, that incurred the Demogorgon's wrath. He sent Arendagrost to punish it for a century. In addition, both Orcus and Graz'zt have felt the heavy tread of the Maw of the Abyss in assaults upon their homes. In addition to its first death upon the Material Plane, Arendagrost has been slain twice in combat with Orcus, though always at the cost of many of the Prince of Undeath's most powerful servants, banishing it again to Gaping Maw. Arendagrost is once again nearing the end of its latest term of banishment, and Demogorgon is contemplating new strategies of deployment against powerful strongholds on the Material Plane rather than wasting its might in futile battles with other demon lords. In a few short years, the "Tarrasque of the Great Wheel" will once again prey upon mortal worlds.

Arendagrost is a being of pure hate, and tends to crash into combat in almost mindless savagery, reveling in the destruction it causes. Characters slain or incapacitated by the creature are devoured as soon as possible. The destruction caused by its draconic heads is of particular amusement to the creature, and it attacks with its breath weapons as often as possible, delighting in turning its ire onto characters that appear to be near death, waiting for them to beg for mercy or quiver in terror before obliterating them. Arendagrost only withdraws from combat at Demogorgon's direct order.

Demogorgon and Malcanthet produced many other hideous offspring, but none as horrific and powerful as the Maw of the Abyss. As an outsider, Arendagrost breathes but does not need to eat or sleep. It does not appear that Arendagrost can produce its own offspring, but since it attempts to destroy any other being it encounters, this theory is unlikely to be tested. Arendagrost can only be permanently killed on the Gaping Maw, its home layer of the Abyss.

As always, Greg thanks those who contributed to the creation of this adventure, including his playtesters, James and the guys at DUNGEON *and, of course, all the writers of the Savage Tide Adventure Path for their inspiration and assistance. He'd like to dedicate "Prince of Demons" to his son, born during its writing. (Just don't tell his wife—she might take it the wrong way.) Greg also thanks Richard Pett for his aid in creating Arendagrost, the Maw of the Abyss.*

COMPLETE DUNGEON INDEX

Compiled by Christopher Perkins and James Jacobs
Art by Joachim Barrum, Chad DuLac, Bob Eggleton, Daniel Horne, Paul Jaquays, Chuck Lukacs, Warren Mahy, Keith Parkinson, Wayne Reynolds, James Ryman, Marc Sasso, Dan Scott, Greg Staples, Chris Stevens, Eva Widermann, Ben Wootten, and Jim Zubkavich

This index compiles more than just the adventures we've printed over the past 150 issues—you'll also find maps of mystery, critical threats, campaign workbooks, and the major articles from POLYHEDRON when it appeared in the pages of DUNGEON from issues 90–113. For all the adventures, we've organized them according to editions of the game and then in ascending order of level, to make it easier for you to find adventures that fit your party's needs. Adventures for specific campaign settings are listed separately, with a (3.0) or (3.5) listing for adventures that use the Third Edition rules. All other categories are listed alphebetically by article title.

At the bottom of each page, you'll also find the top villians and adventure sites, chosen via a combined effort by DUNGEON readers, authors, and editors. Of course, the actual list of villians and locations was much larger, and included characters like Demogorgon, Warduke, and Iggwilv, and locations like the Isle of Dread and the Free City of Greyhawk. Since these villains and locations had already been cemented in the world of D&D as iconic favorites, the lists on the following pages focus instead on villains and locations that were either created whole-cloth by DUNGEON's authors over the past 21 years, or didn't come into their own as favorites until they appeared in the pages of this magazine.

AD&D 1st Edition

Level	Adventure	Author	Issue
1	Lady of the Lake	Laura Ferguson	5
1	Trouble at Grog's	Grant and David Boucher	4
1+	Secrets of the Towers	Larry Church	10
1–3	Assault on Eddistone Point	Patricia Nead Elrod	1
1–3	Falcon's Peak	David Howery	3
1–3	Grakhirt's Lair	John Nephew	1
1–3	Lurkers in the Library	Patricia Nead Elrod	9
1–3	Matchmakers, The	Patricia Nead Elrod	7
1–3	Monsterquest	Vince Garcia	10
1–3	Mountain Sanctuary	John Nephew	8
1–3	Nightshade	Nigel D. Findley	7
1–3	Stolen Power, The	Robert Kelk	5
1–4	Huddle Farm	Willie Walsh	12
1–4	Roarwater Caves	Willie Walsh	15
2–4	Caermor	Nigel D. Findley	2
2–4	Escape Fr. Tower of Midnight	Paul Kane	4
2–4	Light of Lost Souls	Nigel D. Findley	12
2–4	Moor-Tomb Map, The	Jon Bailey	13
2–4	Necropolis	Nigel D. Findley	16
2–5	Masqueraider	Randy Maxwell	14
3–5	Crypt of Istaris, The	Richard Fichera	9
3–5	Fluffy Goes to Heck	Rich Reid	4
3–5	Guardians of the Tomb	Carl Smith	1
3–5	In the Dwarven King's Court	Willie Walsh	2
3–5	Pit, The	Randal S. Doering	17
3–5	Wards of Witching Ways	Christopher Perkins	11
3–6	Dwarves of Warka, The	Fran Hart	16
3–6	Shrine of Ilsidahur, The	John Nephew	10
3–7	Blood on the Snow	Thomas M. Kane	3
4–6	Glass House, The	Wolfgang Baur	15
4–6	Stranded on Baron's Island	Willie Walsh	14
4–6	Vesicant	Randal S. Doering	16
4–7	Dark Tower of Cabilar	Michael Ashton & Lee Sperry	1
4–7	Deadly Sea, The	Carol and Robert Pasnak	3
4–7	For a Lady's Honor	Estes Hammons	8
4–7	Forbidden Mountain	Larry Church	6
4–7	Hirward's Task	Rich Stump	5
4–7	Hunt in Great Allindel	Richard Emerich	17
4–7	Intrigue in the Depths	Michael Lach & Rocco Pisto	12
4–7	White Death	Randy Maxwell	6
4–8	Wounded Worm, The	Thomas Kane	8
4–8	Wreck of the Shining Star	Richard Emerich	15
5–7	Elephants' Graveyard, The	David Howery	15
5–7	Phantasm Chasm	Erik Kjerland	14
5–7	They Also Serve...	Robert Kelk	10
5–7	Treasure Vault of Kasil, The	P. G. Goshtigian, N. Kopsinis	13
5–8	Black Heart of Ulom, The	Mark Keavney	11
5–8	Ruins of Nol-Daer, The	H. L. McClesky	13
5–8	Wooden Mouse, The	Roger Smith	11
5–9	Titan's Dream, The	William Todorsky	2
6–8	Master of Puppets	Carl Sargent	14
6–9	Kingdom in the Swamp	John Nephew	4
6–10	Into the Fire	Grant and David Boucher	1
7–9	Rotting Willow, The	Edward P. Bromley III	5
7–10	In Defense of the Law	Carl Sargent	8
7–10	Palace in the Sky	Martin & John Szinger	16
8–10	After the Storm	N. Kopsinis, P. G. Goshtigian	6
8–12	Book with No End, The	Richard Emerich	3
8–12	Bristanam's Cairn	John Nephew	6
8–12	Dark Conventicle, The	Richard W. Emerich	11
8–12	Out of the Ashes	Grant Boucher	17
8–12	Plight of Cirria, The	Grant and David Boucher	9
8–12	Question of Balance, A	Nigel D. Findley	14
10+	Eyes of Evil, The	Tom Hickerson	5
10+	Jingling Mordo Circus, The	Vic Broquard	7
12	Scepter of the Underworld	James Jacobs	12
14–18	Threshold of Evil	Scott Bennie	10
Any	Going Once... Going Twice	Patricia Nead Elrod	13

AD&D 2nd Edition

Level	Adventure	Author	Issue
0–1	Below Vulture Point	Jeff Fairbourn	39
1	Ashtar's Temple	DeAnna Ferguson	81
1	Bad Batch of Brownies, A	Lisa Smedman	58
1	Best Laid Plans, The	Kent Ertman	79
1	Carcass Fracas!	Stephen J. Smith	57
1	Clarshh's Sepulchre	Willie Walsh	53
1	Legacy of the Liosalfar	Chris Hind	42
1	Murder of Maury Miller	Cameron Widen	57
1	Scar, The	Ray Winninger	80
1	Visiting Tylwyth	Scott Walley	77
1	When the Light Goes Out	Steve Loken	47
1–2	Alicorn	David Howery	33
1–2	Back to the Beach	Willie Walsh	50
1–2	Euphoria Horrors	Alan Grimes	34
1–2	Faerie Wood	Jeff Crook	73
1–2	Fraggart's Contraption	Willie Walsh	47
1–2	Hair Today, Gone Tomorrow	J. Bradley Schell	49
1–2	Invisible Stalker	Johnathan M. Richards	63
1–2	Janx's Jinx	Kent Ertman	56
1–2	Little People, The	Matthew G. Adkins	67
1–2	Local Legend, A	Greg Rick & Bad Schell	31
1–2	One Winter's Night	David Zenz	68
1–2	Peer Amid the Waters	Johnathan M. Richards	78
1–2	Rudwilla's Stew	Christopher Perkins	45
1–2	Skulking Below	Darren Dare	81
1–2	Through the Night	Leonard Wilson	29
1–3	Bad Seeds	Kevin Carter	79
1–3	Bandits of Bunglewood, The	Christopher Perkins	51
1–3	Ghost at Widder Smither's	John Baichtal	62
1–3	Hot Day in L'Trel, A	Ted James Thomas Zuvich	44
1–3	Inheritance, The	Paul F. Culotta	26
1–3	Irongard	Ed Greenwood	18
1–3	Keep for Sale	Peter Zollers	79
1–3	Orange and Black	Peter C. Spahn	66
1–3	Pakkililirr	Willie Walsh	52
1–3	Plundering Poppof	Andy Miller	72
1–3	Quoitine Quest	G. Rick, C. Rea, K. Chadbourne	73
1–3	Race Against Time, A	Kent Ertman	81
1–3	Savage Beast	Ron Poirier	55
1–3	Scourge of Scalabar, The	Christopher Perkins	74
1–3	Song of the Fens	J. Bradley Schell	40
1–3	Stage Fright	Oliver Garbsch	77
1–3	Sunken Shadow, The	James Wyatt	66
1–3	Trouble with In-Laws, The	William Kenower	68
1–3	Whale, The	Wolfgang Baur	35
1–3	Wild in the Streets	W. Jason Peck	62
1–3	Wizard's Fate, A	Christopher Perkins	37
1–4	Ghost of Silverhill, The	Samuel Heath	58
1–4	King Oleg's Dilemma	Lee Sheppard	43
1–4	Mightier Than the Sword	Willie Walsh	29
1–4	Pearlman's Curiosity	Willie Walsh	32
1–4	Siege of Kratys Freehold	Ted James Thomas Zuvich	33
1–4	Voyage of the Crimpshrine	Rony Ross	59
1–5	Pandora's Apprentice	Leonard Wilson	38
1–6	Old Man Katan and the Mushroom Band	Ted James Thomas Zuvich	41
1–9	Door to Darkness, The	James Wyatt	81
2–3	Centaur of Attention	Johnathan M. Richards	60
2–3	Dark Forest, The	Dan Salas	22
2–3	Enormously Inconvenient	Kent Ertman	66
2–4	All Things Nice	John Baichtal	45
2–4	Artist's Loving Touch, The	Charles C. Reed	68
2–4	Bigger They Are, The	Steve Johnson	56
2–4	Cauldron of Plenty, The	Willie Walsh	21
2–4	Day at the Market, A	Kevin Carter	76
2–4	Encounter in the Wildwood	Willie Walsh	19
2–4	Fruit of the Vine	Charles C. Reed	76
2–4	Homonculous Stew	Andrew DiFiore, Jr.	70
2–4	Jacob's Well	Randy Maxwell	43
2–4	Last of the Iron House	Jasper Jones	39
2–4	Menacing Malady, The	Christopher Perkins	58
2–4	Of Kings Unknown	Randy Maxwell	25
2–4	Their Master's Voice	Roger Baker	37
2–4	Troll Bridge	William S. Dean	36
2–4	Unhallowed Ground	Dan De Fazio	54
2–4	Vaka's Curse, The	Ted James Thomas Zuvich	50
2–4	Whitelake Mine	Willie Walsh	18
2–5	Old Sea-Dog	Thomas Kane	23
2–5	Two for the Road	Tony Quick	49
2–5	Well of Lord Barcus, The	Roger Baker	41
2–5	Witch's Fiddle, The	Paul Culotta	54
2+	Wrastle with Bertrum, A	Willie Walsh	30
3–4	Deadfalls on Nightwood Trail	Jay Ouzts	26
3–4	Iasc	Willie Walsh	60
3–4	Trial of the Frog	Tito Leati	78
3–4	Whistledown's Mantrap	J. Bradley Schell	42
3–5	Ancient Blood	Grant and David Boucher	20
3–5	Cloaked in Fear	Peter C. Spahn	57
3–5	Dark Days in Welldale	J. Mark Bicking	33
3–5	Feast of Flesh, A	Peter R. Hopkins	77
3–5	Fetch	Matt Maaske	54
3–5	Goblin Fever	Randy Maxwell	46
3–5	Hurly-Burly Brothers, The	Kevin Wilson	52
3–5	Is There an Elf in the House?	Rafael Fay & Dan De Fazio	32
3–5	Mother's Curse, The	John Guzzetta	59
3–5	Moving Day	Roger Baker	43
3–5	No Stone Unturned	Peter C. Spahn	72
3–5	Quelkin's Quandary	Christopher Perkins	47
3–5	Reflections	Lisa Doyle	65
3–5	Spellbook Masquerade	J. Lee Cunningham	53
3–5	Stumping the Party	Christopher Pomeroy	69
3–5	To Walk Beneath the Waves	W. Jason Peck	77
3–5	Unkindness of Ravens, The	Jason Kuhl	65
3–5	Vanishing Village, The	Marcus Rowland	19
3–6	Beyond the Glittering Veil	Steven Kurtz	31
3–6	Caveat Emptor	Ted James Thomas Zuvich	58
3–6	Courier Service	Ted James Thomas Zuvich	27
3–6	Crusader	Peter Lloyd-Lee	76

COMPLETE DUNGEON INDEX

BY CHRISTOPHER PERKINS AND JAMES JACOBS

3–6	Dragon's Delve	Christopher Perkins	62
3–6	Ghost of Mistmoor, The	Leonard Wilson	35
3–6	Hopeful Dawn	Gary Lai	41
3–6	Lenny O'Brien's Pot o'Gold	J. Lee Cunningham	49
3–6	Serpent's Tooth, The	Nigel D. Findley	19
3–7	Asflag's Unintntl. Emporium	Willie Walsh	36
3–7	Night of the Bloodbirds	Brian Corvello	74
3–7	Things That Go Bump in the Night	Rich Stump	38
3–7	Wedding Day	Paul F. Culotta	59
3–7	White Boar of Kilfay, The	Willie Walsh	37
3–9	Standing Stones of Sundown	Paul May	25
4–5	Beauty Corrupt	Kent Ertman	63
4–5	Nbod's Room	Jeff Crook	51
4–5	Rogue	David Howery	34
4–6	Aeric Borne	Ralph Rea & Greg Rick	40
4–6	Avenging Murik	Christopher Perkins	66
4–6	Blood on the Plow	Lance Hawvermale	62
4–6	Chadranther's Bane	Paul Hancock	18
4–6	First People	Kent Ertman	74
4–6	Granite Mountain Prison	Roger Baker	36
4–6	Honor Lost, Honor Regained	Paul Hamilton Beattie, Jr.	48
4–6	Khamsa's Folly	J. Mark Bicking	40
4–6	Knight of the Scarlet Sword	Jeff Crook	65
4–6	Maze of the Morkoth, The	James Wyatt	70
4–6	Necromancer's Pet, The	Jason Duke	73
4–6	Nymph's Reward	Jeff Fairbourn	29
4–6	Shades of Darkness	David C. Wright	47
4–6	Swing Shot!	Chris Doyle	66
4–6	Tomb It May Concern	Randy Maxwell	22
4–6	Unexpected Guests	Jeffrey P. Carpenter	78
4–6	Vale of Weeping Willows	Marc Johnson	74
4–6	Veiled Threats	Peter R. Hopkins	78
4–6	Wind Chill	Kevin Carter	77
4–7	Eyes of the Iceborn	Jeff Crook	54
4–7	Ghost Dance	David Howery	32
4–7	Juggernaut	Roger E. Moore	27
4–7	Legerdemain	Matthew Schutt	39
4–7	Non-Prophet Organization	Charles C. Reed	75
4–7	North of Narborel	Chris Perkins, Bob Waldbauer	49
4–7	Tallow's Deep	Steve Gilbert, Bill Slavicsek	18
4–8	Cloudkill	Jeff Fairbourn	79
4–8	Curse and the Quest, The	Craig Barrett, Chris Kederich	26
5–6	Ulrich Monastery, The	Peter Aberg	39
5–7	Amulet and the Underdark	William Kenower	75
5–7	Dark Place, The	Lee Sheppard	49
5–7	Fortune Favors the Dead	Lance Hawvermale	80
5–7	Land of Men with Tails, The	David Howery	56
5–7	Mertylmane's Road	Jason Poole & Craig Zipse	76
5–7	Night Swarm	Lorri E. Hulbert	61
5–7	Petrifying Priestess, The	Brian Corvello	66
5–7	To Save a Forest	Dovjosef Anderson	61
5–7	Tulips of the Silver Moon	Steve Loken	55
5–8	Ex Libris	Randy Maxwell	29
5–8	Green Lady's Sorrow	Joseph O'Neil	35
5–8	To Cure a Kingdom	John A. Hartshorne	57
5–8	Winter Tapestry, The	Stephen C. Klauk	78
5–9	By Merklan's Magic	Brian Corvello	68
5–9	Floating Rock	Steve Kurtz	46
5–10	Uzaglu of the Underdark	Christopher Perkins	67
6–8	Boulder Dash	Andy Miller	70
6–8	Chest of the Aloeids, The	Craig H. Barrett	21
6–8	Eye of the Storm	Lance Hawvermale	67
6–8	Fiends of Tethyr	David Howery	54
6–8	Flotsam	John Baichtal	65
6–8	Forgotten Man, The	Steve Devaney	75
6–8	Ghazal	David Howery	30
6–8	Lady of the Mists, The	Peter Aberg	42
6–8	Melody	Leonard & Ann Wilson	48
6–8	My Lady's Mirror	Christopher Perkins	52
6–8	Prism Keep	Richard Baker	45
6–8	Stepping Stones	Lisa Smedman	68
6–8	Telar in Norbia	Willie Walsh	31
6–8	Wildspawn	Paul F. Culotta	71
6–9	Ailamere's Lair	Steve Fetsch	51
6–9	Esmerelda's Bodyguard	Paul F. Culotta	62
6–9	Hunt for a Hierophant	Chris Doyle	63
6–9	Mad Chefs of Lac Anchois	Jennifer Tittle Stack	64
6–9	Trouble with Trillochs, The	Peter R. Hopkins	80
6–9	Wayward Wood, The	Leonard Wilson	32
6–10	By the Wayside	Tim Villademoros	19
6–10	Rat Trap, The	Timothy Ide	62
6–10	Serpents of the Sands	John DiCicco	37
6–10	Train of Events	Timothy Ide	44

10: THE HOUSE OF CARDS

Debut: "House of Cards," by Randy Maxwell (*Dungeon* #19)

Claim to Fame: What would you do with a *deck of many things*? If you're one of the *Forgotten Realms*' Night Masks... the answer is obviously, "Build dungeon doors out of the cards!" Those poor PCs!

10: KYUSS

Debut: "Dawn of a New Age," by Tito Leati (*Dungeon* #135)

Claim to Fame: His undead spawn have killed PCs since the 1st Edition *Fiend Folio*, yet it wasn't until the Age of Worms came to a close that Kyuss himself showed up. His three-page stat block is also the longest one that *Dungeon* has ever printed.

6–12	School of Nekros, The	Lisa Smedman	27
7–9	Deception Pass	Richard Stump	23
7–9	Earth Tones	Craig Shackleton	76
7–9	Shards of the Day	Randy Maxwell	60
7–9	Ship of Night, The	Wolfgang Baur	20
7–10	Hermes' Bridge	Timothy Leech	32
7–10	Hitch in Time, A	Willie Walsh	24
7–10	Nine-Tenths of the Law	Willie Walsh	26
7–10	Sarfion's Collection	Felix Douglas	80
7–10	Smouldering Mane	Rona Kreekel	47
7–10	Watery Death, A	J. Lee Cunningham	56
7–12	That Island Charm	Rooney, Gliedman, Carpenter	33
8–10	'Til Death Do Us Part	J. Mark Bicking	29
8–10	Changeling	R. Nathaniel Waldbauer	32
8–10	Fire Giant's Daughter, The	Wolfgang Baur	39
8–10	Incident at Strathern Point	Matthew Maaske	21
8–10	Journey: Center-of-the-World	Chris Hind	51
8–10	Leopard Men, The	David Howery	22
8–10	Pyramid of Jenkel, The	Willie Walsh	23
8–10	Twilight's Last Gleaming	James Jacobs	35
8–11	Lady Rose, The	Steven Kurtz	34
8–12	Blight on the Land, A	Richard Green	38
8–12	Divisions of the Mind	Charles C. Reed	81
8–12	Into the Silver Realm	Steve Kurtz	43
8–12	Rose for Talakara, A	Wolfgang Baur, Steven Kurtz	25
8–12	Thiondar's Legacy	Steven Kurtz	30
8–12	Thunder Under Needlespire	James Jacobs	24
9–10	Dark Thane Macbeth	Michael Selinker	54
9–10	Spirits of the Tempest	Michael Selinker	52
9–11	Lear the Giant-King	Michael Selinker	78
9–12	House of Cards	Randy Maxwell	19
9–12	Sleepless	Michael Shel	28
9–12	To Bite the Moon	Lisa Smedman	48
9–14	Khazefryn	Felix Douglas	81
9+	Gritzel's Guidance	J. Bradley Schell	45
10	White Fang (solo)	Nigel Findley	20
10–12	Briocht	Willie Walsh	56
10–12	Deep Trouble in Telthin	John A. Hartshorne	72
10–14	Mud Sorcerer's Tomb, The	Mike Shel	37
10–15	Castle of the Blind Sun	P. & S. Culotta, T. Baughman	49
10–15	Preemptive Strike	Paul Culotta	74
10+	Deadly Treasure	Coby Hedberg	41
11–15	Iron Orb of the Duergar, The	Peter Aberg	46
12–14	Izek's Slumber	Gary Lai	42
12–15	Bzallin's Blacksphere	Christopher Perkins	64
Any	Challenge of Champions	Johnathan M. Richards	58
Any	Challenge of Champions II	Johnathan M. Richards	69
Any	Challenge of Champions III	Johnathan M. Richards	80

Dungeons & Dragons 3.0

Level	Adventure	Author	Issue
1	Bogged Down	Terry Edwards	91
1	Evil Unleashed	Ed Stark	82
1	Gorgoldand's Gauntlet	Johnathan M. Richards	87
1	Hollow Threats	Richard Pett	96
1	Legend of Garthulga, The	Tim Hitchcock	91
1	Life's Bazaar	Christopher Perkins	97
1	Provincial Prior Cause	Johnny L. Wilson	96
1	Swarm, The	Tito Leati	92
1	Tinderbox	Michael Selinker	87
1	Valley of the Snails	W. Jason Peck	87
2	Ever-Changing Fortunes	Peter Zollers	85
2	Playing with Fire	Jeff Grubb	82
3	Dark Times in Sherwood	Ian Malcomson	82
3	Depths of Rage	JD Wiker	83
3	Dungeon of the Fire Opal	Jonathan Tweet	84
3	Excavation, The	Michael T. Kuciak	94
3	Eye for an Eye	Patrick W. Ross	82
3	Stormdancers	Ole Münch	86
3	Witch of Serpent Bridge	Russell Brown	95
4	Flood Season	James Jacobs	98
4	Gluttony	J. Bradley Schell	98
4	Iriandel	Tito Leati	83
4	Last Hunt, The	James Wilber	94
4	Lust	J. Bradley Schell	95
4	Rivers of Blood	Paul Leach	89
4	Swamp Stomp	Jeff Ward	93
4	Totentanz	Bernard Mees	90
4	Wedding Bells	Jonathan Tweet	89
5	Demonclaw	Peter R. Hopkins	84
5	Fish Story	Adam Jortner	99
5	Natural Selection	Matthew G. Adkins	85
5	Pandemonium in the Veins	Frank Brunner	96
5	Prey for Tyrinth	Tim Hitchcock	90

Location 9

9: CHADRANTHER'S GARDEN

Debut: "Chadranther's Bane," by Paul Hancock (*Dungeon* #18)

Claim to Fame: When the party shrinks down to 1/50 normal size, they must fight through a humble cottage and garden infested with bugs, spiders, rats, and worse as they race to destroy the artifact that shrunk them in the first place.

Villain 9

9: DRAGOTHA

Debut: "Into the Wormcrawl Fissure," by James Jacobs (*Dungeon* #134)

Claim to Fame: He began as a throwaway note in "White Plume Mountain," but PCs who defeat this original undead dragon can look forward to looting one of *Dungeon* magazine's largest treasure hoards ever.

COMPLETE DUNGEON INDEX

BY CHRISTOPHER PERKINS AND JAMES JACOBS

5	Shalm's Dark Song, The	Tito Leati	87
5	Vanity	J. Bradley Schell	93
6	Blind Man's Bluff	Rob Manning	97
6	Rana Mor	Richard Baker	86
6	Sloth	J. Bradley Schell	91
7	Armistice	Peter Vinogradov	84
7	Bloodlines	Luke Johnson	94
7	Flesh To Stone	Anthony Talanay	85
7	Mysterious Ways	Thomas Harlan	86
7	Rage	J. Bradley Schell	89
7	Seventh Arm, The	Tito Leati	88
8	Elfwhisper, The	J. C. Alvarez	90
8	Wings, Spikes, and Teeth	Brian Marsden	98
9	Jackal's Redemption, The	Chad MacPhee & Greg Oppedisano	95
9	Make It Big	Jeff Quick	88
9	Statue Gallery, The	Johnathan M. Richards	93
10	Dying of the Light, The	Chris Doyle	84
10	Porphyry House Horror	James Jacobs	95
11	Return of Blessed Damozel	Frank Brunner	92
11	Spiral of Manzessine	David Noonan	94
13	Beyond the Light of Reason	Caine Chandler	96
13	Heart of the Iron God	Campbell Pentney	97
13	Interlopers of Ruun-Khazai	David Noonan	92
15	Glacier Season	David Eckelberry	87
15	Harrowing, The	Monte Cook	84
15	Worms in the Exchequery	Frank Brunner	94
16	Demonblade	Hank Woon	97
16	Rock and the Hard Place,	Brian Corvello	91
20	Razing of Redshore, The	James Jacobs	92
Any	Challenge of Champions IV	Johnathan M. Richards	91

Dungeons & Dragons 3.5

Level	Adventure	Author	Issue
1	Box of Flumph	Tim Hitchcock	118
1	Escape fr. Meenlock Prison	Tim and Eileen Connors	146
1	Masque of Dreams	B. Matthew Conklin III	142
1	Siege of the Spider Eaters	Tim and Eileen Connors	137
1	There Is No Honor	James Jacobs	139
1	Whispering Cairn, The	Erik Mona	124
2	Cry Wolf	Nicolas Logue	102
2	Devil Box, The	Richard Pett	109
2	Salvage Operation	Mike Mearls	123
2	Shut-in	F. W. Schneider, J. L. Sutter	128
2	Urban Decay	Amber E. Scott	138
3	Beasts of Aulbesmil, The	Skip Williams	131
3	Bullywug Gambit, The	Nicolas Logue	140
3	Buzz on the Bridge, The	John Simcoe	110
3	Distraction, The	Tim Hitchcock	145
3	Final Resting Place	Michael Kortes	122
3	Home Under the Range	Michael Kortes	134
3	Kill Bargle!	Jason Bulmahn	150
3	Three Faces of Evil, The	Mike Mearls	125
3	Unfamiliar Ground	Christopher West	119
4	Automatic Hound, The	James Lafond Sutter	148
4	Fiend's Embrace	Stephen S. Greer	121
4	Obsidian Eye, The	N. Logue, B. Victorson	120
4	Stink, The	Monte Lin	105
4	Tensions Rising	Ryan Smalley	136
4	Wingclipper's Revenge	Christopher Wissel	132
5	Encounter at Blackwall Keep	Sean K Reynolds	126
5	Hive, The	Phillip Larwood	127
5	Palace of the Twisted King	Phillip Larwood	116
5	Sea Wyvern's Wake, The	Richard Pett	141
5	War of the Wielded	Michael Kortes	149
6	Beast of Burden	Michael Kortes	100
6	Fiendish Footprints	Tito Leati	122
6	Mellorn Hospitality	Russell Brown	107
6	Menagerie, The	B. Matthew Conklin III	126
6	Tealpeck's Flood	Peter Vinogradov	137
6	Torrents of Dread	Greg A. Vaughan	114
6	Zenith Trajectory	David Noonan	102
7	Chasm Bridge, The	Desmond R. Varady	101
7	Dragon Hunters	Peter Zollers	104
7	Forsaken Arch	Timothy J. Haener	120
7	Glacial Inferno	Kent Ertman	103
7	Hall of Harsh Reflections	Jason Bulmahn	127
7	Here There Be Monsters	Jason Bulmahn	142
8	Caverns of the Ooze Lord	Campbell Pentney	132
8	Demonskar Legacy, The	Tito Leati	104
9	And Madness Followed	Matthew Hope	134
9	Champion's Belt, The	Tito Leati	128
9	Fall of Graymalkin Academy	Mark A. Hart	140
9	Styes, The	Richard Pett	121

8: THE KADTANACH

Debut: "Beast of Burden," by Michael Kortes (*DUNGEON* #100)

Claim to Fame: From the gnoll word for "too massive to see all at once," the kadtanach is a mobile fortress built atop the back of a colossal magical beast. Shockingly, it only has 518 hit points.

8: AZURAX SILVERHAWK

Debut: "Threshold of Evil," by Scott Bennie (*DUNGEON* #10)

Claim to Fame: For years this adventure reigned as our highest-level dungeon. As its big-bad-end-guy it featured Azurax, *DUNGEON*'s resident immortal, simulacrum-fueled, wish-happy TPK machine.

9	Tides of Dread	S. S. Greer, G. Holian	143
10	Chains of Blackmaw	Nicolas Logue	135
10	Test of the Smoking Eye	David Noonan	107
10	Weavers, The	Richard Pett	138
11	Gathering of Winds, A	Wolfgang Baur	129
11	Iron Satyr, The	Scott Stearns	108
11	Lightless Depths, The	F. W. Schneider, J. L. Sutter	144
12	Black Egg, The	Steven Montano	106
12	Death of Lashimire	Tim Hitchcock	116
12	Old Embers Never Die	Andy Collins	100
12	Secrets of the Soul Pillars	Jesse Decker	109
12	Swords of Dragonslake	Nicolas Logue	141
13	Amarantha Agenda, The	Phillip Larwood	123
13	City of Broken Idols	Tito Leati	145
13	Lords of Oblivion	Christopher Perkins	111
13	Mask of Diamond Tears	Nicolas Logue	143
13	Spire of Long Shadows, The	Jesse Decker	130
14	Mud Sorcerer's Tomb, The	Mike Shel	138
14	Tomb of Aknar Ratalla	Jack Flynn	119
14	Winding Way, The	Nicolas Logue	117
15	Foundation of Flame	Chris Thomasson	113
15	Prince of Redhand, The	Richard Pett	131
15	Seekers of the Silver Forge	Tim Hitchcock	125
15	Serpents of Scuttlecove	Richard Pett	146
15	Strike on the Rabid Dawn	Frank Brunner	111
16	Bright Mountain King	Caine Chandler	142
16	Library of Last Resort, The	Nicolas Logue	132
16	Thirteen Cages	Chris Thomasson	114
17	Into the Maw	Robert J. Schwalb	147
18	Diplomacy	Christopher Wissel	144
18	Gates of Oblivion	Alec Austin	136
18	Kings of the Rift	Greg A. Vaughan	133
18	Lich-Queen's Beloved, The	Christopher Perkins	100
18	Root of Evil	Mike Mearls	122
18	Strike on Shatterhorn	Christopher Perkins	115
18	Vlindarian's Vault	Johnathan M. Richards	141
18	Wells of Darkness	Eric L. Boyd	148
19	Asylum	Christopher Perkins	116
19	Enemies Of My Enemy	Wolfgang Baur	149
19	Into the Wormcrawl Fissure	James Jacobs	134
20	Dawn Of A New Age	Tito Leati	135
20	Prince of Demons	Greg A. Vaughan	150
30	Quicksilver Hourglass	Anson Caralya	123
Any	Challenge of Champions V	Johnathan M. Richards	108
Any	Challenge of Champions VI	Johnathan M. Richards	138

Dungeons & Dragons Basic Rules

Level	Adventure	Author	Issue
1	Fountain of Health, The	Ann Dupuis	39
1	Night of Fear	Mark Lucas	28
1–3	At the Spottle Parlor	Rick Swan	12
1–3	Dovedale	Ted James Thomas Zuvich	46
1–3	Elven Home, The	Anne Gray McCready	1
1–3	In the Dread of Night	Ann Dupuis	24
1–3	Isle of the Abbey	Randy Maxwell	34
1–3	Keep at Koralgesh, The	Robert B. Giacomozzi & Jonathan H. Simmons	2
1–3	Rank Amateurs	John Terra	22
1–3	Redcap's Rampage	Christopher Perkins	54
1–3	Them Apples	Christopher Perkins	48
1–3	Trouble with Mylvin Wimbly	Andrew McCray	5
1–3	Way with Words, A	T. Woodruff, T. Beach	41
2–3	Witch of Windcrag, The	Steven J. Smith	51
2–4	Vineyard Vales, The	Randy Maxwell	23
3	Djinni's Ring, The	Vince Garcia	9

Dungeons & Dragons Expert Rules

Level	Adventure	Author	Issue
3–5	Ransom	David Howery	42
3–6	Ghostship Gambit, The	Randy Maxwell	9
3–6	Wererats of Relfren, The	G. Boucher, W. K. Wenz	14
4–6	Manden's Meathooks	Allen Varney	28
4–7	Elexa's Endeavor	Christopher Perkins	53
4–7	Hrothgar's Resting Place	Stephen J. Smith	25
4–10	Tortles of Purple Sage, Part 1	Merle & Jackie Rasmussen	6
4–10	Tortles of Purple Sage, Part 2	Merle & Jackie Rasmussen	7
5–8	Object of Desire, The	G. O'Connell, L. Szachnowski	50
6–8	Caravan Guards	Steven Smith	26
6–9	In Pursuit of the Slayer	Carl Sargent	15
8–12	Of Nests and Nations	Randy Maxwell	13
8–12	Pride of the Sky	Randy Maxwell	20
9–12	Hand of Al-Djamal	Stephen Smith	44
10–14	Tarfil's Tomb	Charles Neverdowski	27

7: SCUTTLECOVE

Debut: "Porphyry House Horror," by James Jacobs (*Dungeon* #95)
Claim to Fame: A wretched pit of the worst villains D&D has to offer, Scuttlecove was designed specifically to support the *Book of Vile Darkness*, and included cannibals, drug abuse, prostitution, demon worship, and worse. We had to seal the pages up as a result

7: VHALANTRU

Debut: "Lords of Oblivion" by Christopher Perkins (*Dungeon* #111)
Claim to Fame: Although *Dungeon*'s most famous beholder first appeared in issue #97 at the start of the Shackled City Adventure Path, it wasn't really fair to make the PCs fight him until 14 issues later.

COMPLETE DUNGEON INDEX

BY CHRISTOPHER PERKINS AND JAMES JACOBS

Dungeons & Dragons Expert Rules

Level	Adventure	Author	Issue
15–18	Bane of Elfswood, The	Stephen J. Smith	21

Al-Qadim

Level	Adventure	Author	Issue
1–4	Last Oasis, The	Peter Aberg	51
3–5	Assassin Within, The	Paul Culotta	47
3–7	Rose of Jumlat, The	Jeroen Grasdyk	57
5–7	Blood & Fire	John Baichtal	63
5–10	Al-Kandil	John Baichtal	68

Birthright

Level	Adventure	Author	Issue
2–4	Seeking Bloodsilver	Christopher Perkins	59

Council of Wyrms

Level	Adventure	Author	Issue
6	Sleeping Dragon	Bill Slavicsek	48

Dark Sun

Level	Adventure	Author	Issue
3–5	Raiders of the Chanth	Randy Maxwell	44
3–5	Year of Priest's Defiance	Allen Varney & Rick Swan	35
4	Last Stand: Outpost Three (3.5)	David Noonan	110
5–7	Grave Circumstances	Bill Slavicsek	56

Dragonlance

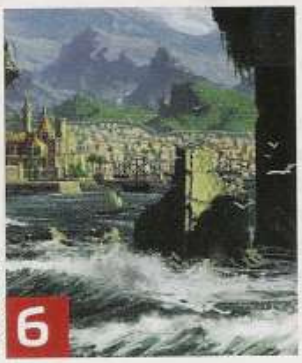
Level	Adventure	Author	Issue
2–4	Under a Pale Moon	Jason Carl	72
3–6	Draven Deeps' Menace, The	Jeff Fairbourn	40
4–7	Mayhem at Midnight	Trae Stratton	43
5–7	Ice Tyrant, The	Christopher Perkins	65
5	Anvil of Time (3.0)	Tracy Raye Hickman	86
6–10	Unchained!	Bruce Norman	22

Eberron

Level	Adventure	Author	Issue
1	Queen with Burning Eyes	James Wyatt	113
4	Fallen Angel	Keith Baker	117
5	Aundairian Job, The	Craig Shackleton	147
5	Chimes at Midnight	Nicolas Logue	133
5	Murder in Oakbridge	Uri Kurlianchik	129
5	Riding the Rail	Christopher Wissel	143
6	Crypt of Crimson Stars	Andy Collins & James Wyatt	123
7	Steel Shadows	Keith Baker	115
7	Temple of the Scorpion God	Andy Collins & James Wyatt	124
8	Pit of the Fire Lord	Andy Collins & James Wyatt	125
8	Quoth the Raven	Nicolas Logue	150

Forgotten Realms

Level	Adventure	Author	Issue
1	Raiders of Galath's Roost (3.0)	Skip Williams	87
1	Thirds: Purloined Vellum (3.0)	Graham Robert Scott	88
1	Within the Circle (3.5)	Sam Brown	130
1–3	...And a Dozen Eggs	Randy Maxwell	30
1–3	Beast Within, The	Paul Hamilton Beattie, Jr.	65
1–3	Into the Nest of Vipers	Matthew G. Adkins	75
1–3	Welcome to the Krypthome	Samuel Heath	52
2–4	Frothing Miscreant, The	Robert A. Van Buskirk	80
3–5	Slave Vats of the Yuan-ti	Jason Kuhl	69
3–5	Witches' Brew	Steve Johnson	67
3–6	Oracle at Sumbar, The	Paul Culotta	48
3–6	Ssscaly Thingsss	Kent Ertman	70
4	Muster of Morach Tor (3.5)	Russell Brown	144
4–6	Huzza's Goblin o'War	Paul Culotta	63
4–7	Dreadful Vestiges	Steve Johnson	71
4–8	On Wings of Darkness	Craig Barrett	34
5	Forest of Blood (3.5)	Wil Upchurch	103
5–7	Grimjaws	Jennifer Tittle Stack	62
5–7	Mistress of the Mere	Paul Culotta	72
5–8	Sleep of Ages	Eric L. Boyd	69
5–8	Training Ground	Rick Maffei	67
6	Door from Everywhere (3.0)	Roger E. Moore	88
6–8	Eye of Myrkul	Eric L. Boyd	73
6–9	Grotto of the Queen	Paul and Shari Culotta	64
6–9	Operation Manta Ray	Paul Culotta	66
6–10	Pipes of Doom, The	Kristofer Wade	28
7	Tears for Twilight Hollow (3.0)	A. L. McCoy, C. Perkins	90
7–9	Steelheart	Paul Culotta	53
7–12	Storm Season	Paul Culotta	61
8	Woe to Mistledale (3.5)	Skip Williams	100
9	Practical Magic (3.5)	Jason Nelson	113



6: SASSERINE

Debut: "Zenith Trajectory," by David Noonan (*Dungeon* #139)

Claim to Fame: D&D's version of Casablanca and Venice, Sasserine's got it all for those seeking urban adventure. Assistant editor Jeremy Walker's main concern, though, is that all those canals would make the city stink.

6: MALCANTHET

Debut: "Maure Castle," by Robert J. Kuntz (*Dungeon* #112)

Claim to Fame: Malcanthet was first mentioned as the patron of rebellious Elluvia Maure. Since then, she's gone on to become one of the most popular demon lords in the game. Hmmm... I wonder why that is?

9	Requiem: Shdw.Serpent (3.5)	Anson Caralya	139
10	Twisted Night (3.5)	Stefan Happ	149
10–12	Akriloth, The	Matthew G. Adkins	79
13	Blood of Malar (3.5)	Eric L. Boyd	126
13	Dungeon of the Crypt (3.5)	Eric L. Boyd	127
13	Prison of Firebringer (3.5)	Richard Baker	101
13	Secrets of Arch Wood (3.5)	Skip Williams	121
14	Fireplace Level, The (3.5)	Eric L. Boyd	128
15	Man Forever (3.5)	Jason Nelson-Brown	137
17	Twisted Run, The (3.5)	Wil Upchurch	129
Any	Elminster's Back Door	Ed Greenwood	30

Greyhawk

Level	Adventure	Author	Issue
1	Funeral Procession (3.5)	Mark A. Hart	135
1	Mad God's Key (3.5)	Jason Bulmahn	114
2	Deep Freeze (3.0)	Cameron Widen	83
2–4	Priestly Secrets	W. Jason Peck	71
3	Raiders of Black Ice (3.5)	Wolfgang Baur	115
3–5	Serenade Before Supper, A	Andrew Veen	53
4	Ill-Made Graves (3.5)	Kevin Carter	133
5–7	Setting Sun, The	Andy Miller	73
6	Cradle of Madness (3.5)	Robert Lee	87
6	Racing the Snake (3.5)	John Simcoe	105
6	Tammeraut's Fate (3.5)	Greg A. Vaughan	106
6–10	House of the Brothers	Mark R. Shipley	6
8	Clockwork Fortress (3.5)	Wolfgang Baur	126
8	Vile Addiction (3.5)	T. Ganz, S. Happ, S. S. Greer, B. M. Conklin III, A. Doyon	145
8–12	Ex Keraptis Cum Amore	Andy Miller	77
9	Shadows of Spinecastle (3.5)	S. S. Greer, G. Holian	148
9	Kambranex's Machntns. (3.0)	Robert Lee	91
9	Lord of Scarlet Tide (3.0)	James Jacobs	85
9	Spawn of Sehan (3.5)	T. Ganz, S. Happ, S. S. Greer, B. M. Conklin III, A. Doyon	146
9–15	Kingdom of the Ghouls	Wolfgang Baur	70
10	Coming Storm, The (3.5)	Greg A. Vaughan	136
10	Dread Pagoda of the Inscrutable Ones (3.5)	T. Ganz, S. Happ, S. S. Greer, B. M. Conklin III, A. Doyon	147
11	Shadows of the Abyss (3.5)	Greg A. Vaughan	118
11	Touch of the Abyss (3.5)	Greg A. Vaughan	117
12	Hateful Legacy, The (3.5)	Greg A. Vaughan	131
12	Headless (3.5)	James Jacobs	89
12	Maure Castle (3.5)	Robert J. Kuntz & Gary Gygax with Erik Mona & James Jacobs	112
12	Wrath of the Abyss (3.5)	Greg A. Vaughan	119
14	Lost Tmpl. Demogorgon (3.5)	Sean K Reynolds	120
14	Quadripartite (3.0)	Peter Aperlo	99
14	Throne of Iuz (3.5)	John Simcoe	118
15	Chambers of Antiquities (3.5)	Robert J. Kuntz	124
17	The Greater Halls (3.5)	Robert J. Kuntz	139
20	Heart of Hellfire Mntn. (3.5)	Dave Olson	140
21	Storm Lord's Keep (3.0)	James Wyatt	93

Greyhawk: 2000

Level	Adventure	Author	Issue
1	Alterations (3.0)	Philip Athans	83

Oriental Adventures

Level	Adventure	Author	Issue
1	Honor and Eta (3.0)	Dave Zenz	89
2–4	Golden Bowl of Ashu H'san	Rick Swan	9
2–5	Kappa of Pachee Bridge, The	Jay Batista	5
2–7	Dragon's Gift, The	Thomas Kane	15
3–5	Artisan's Tomb, The	Matthew Maaske	10
3–5	Samurai Steel	Daniel Salas	7
4–6	Crocodile Tears	Marcus Rowland	18
4–8	Bride for a Fox	Craig Barrett	27
5–6	Waiting Room of Yen-Wang-Yeh	Greg Kramer	17
5–8	Flowers of Flame, The	Jay Batista	8
7–10	Mad Gyoji	Colin Sullivan	33
10	Palace of Plenty, The (3.5)	Tito Leati	130

Planescape

Level	Adventure	Author	Issue
6–9	Umbra	Christopher Perkins	55
7–12	Nemesis	Christopher Perkins	60

Ravenloft

Level	Adventure	Author	Issue
2–4	Horror's Harvest	Christopher Perkins	38
3–7	Baron's Eyrie, The	Jason Kuhl	58
4–6	House on Edge of Midnight	Raymond E. Dyer	76

5: MUD SORCERER'S TOMB

Debut: "The Mud Sorcerer's Tomb," by Mike Shel (*Dungeon* #37)

Claim to Fame: With its thematic similarities to the classic "Tomb of Horrors" and the creativity of its elemental-themed traps and guaridans, this adventure was recently adapted to 3rd edition in *Dungeon* #138.

5: VANTHUS VANDERBOREN

Debut: "There Is No Honor," by James Jacobs (*Dungeon* #139)

Claim to Fame: Locking the PCs into a damp dungeon infested with zombie pirates is a pretty good way to steer the players into hating a recurring villain destined to plague them across an entire Adventure Path.

4–6	Jigsaw	D. De Fazio & C. A. Stiles	61
4–6	Last Dance	Jeff Crook	64
4–6	Price of Revenge, The	Steve Kurtz	42
4–6	Sea Wolf	Lisa Smedman	55
5–9	Laughing Man	Paul Culotta	52
6–9	Bane of the Shadowborn	William W. Connors	31
6–9	Felkovic's Cat	Paul Culotta	50

Ravenloft: Mask of the Red Death

Level	Adventure	Author	Issue
1	Falls Run	James Wyatt	67
5–7	Dark Magic in New Orleans	Randy Richards	71

Spelljammer

Level	Adventure	Author	Issue
2–4	Gnome Droppings	Christopher Perkins	63
4–8	Visitors from Above	Shonn Everett	28
5–9	Flowfire	Steve Kurtz	39
6–8	Artist's Errand, An	Steve Kurtz	45
7–9	Sea of Sorrow, The	Steve Kurtz	36
8–10	Mammoth Problems	Lawrence Kapture	41
Any	Jammin'	James M. Ward	21

Star*Drive/Dark•Matter

Level	Adventure	Author	Issue
1–3	Convergence (SD)	Christopher Perkins	68
2–6	London Calling (DM)	Andy Collins	83
3	Head for Business, A (DM)	JD Wiker	80
6–8	Deepstrike (SD)	James Wyatt	78

Delta Green/Call of Cthulhu

Adventure	Author	Issue
PX Poker Night	D. Detwiller, A. S. Glancy	96

Freeport

Level	Adventure	Author	Issue
1	Dead Man's Quest	Graeme Davis	107

Marvel Super Heroes

Adventure	Author	Issue
Hellfire Hostages	Allen Varney	25
How To Stop Rhino fr. Charging?	Steven "Stan!" Brown	71

Top Secret/S.I.

Adventure	Author	Issue
Operation: Fire Sale	John Terra	26

Polyhedron Mini-Games

Mini-Game	Author	Issue
Chasing Shadows	Bill Slavicsek	91
Create an Alien World	Lizard	102
Dark•Matter	Andy Collins	108
Deathnet	Keith Baker	105
Gene Tech	Rich Redman	96
Hijinx	Jeff Quick	99
Iron Lords of Jupiter	Lizard	101
Knights of the Lich-Queen	James Wyatt	100
Mecha Crusade	David Noonan	95
Omega World	Jonathan Tweet	94
Pulp Heroes	David Noonan	90
Pulp Heroes (d20 Modern)	David Noonan	102
Shadow of the Spider Moon	Andy Collins	92
Thunderball Rally	Rich Redman	93
V for Victory	Chris Pramas	97

Star Wars RPG

Article	Author	Issue
Droids	R. Handley, A. G. Peña	111
I, Jensaarai	Rodney Thompson	98
Ord Vaxal: Prison Planet of the Empire	Gary Astleford	106
Secrets of the Falcon	Christopher West	103
Trident-Class Surveyor	Christopher West	106
Vanguard-Class Heavy Aslt. Gunship	Christopher West	102

Backdrops

Article	Author	Issue
30 Greatest Adventures	Mona, Jacobs, & Design Panel	116
Alhaster	Richard Pett	131
Beasts of the Scarlet Brotherhood	P. Looby, S. Kerrigan	106
Dark Sun DM's Guide	David Noonan	110
Dark Sun Monsters: Part One	David Noonan	110
Dark Sun Monsters: Part Two	David Noonan	111
Denizens of the Bright Desert	Creighton Broadhurst	103
Diamond Lake	Erik Mona	124

4: DIAMOND LAKE

Debut: "The Whispering Cairn," by Erik Mona (*Dungeon* #124)

Claim to Fame: Swarms of acid beetles, necromancers armed with syringes, a town full of corruption, and a nearby dungeon designed by the same folk who built the *Rod of Seven Parts*. What's not to love?

4: BALABAR SMENK

First Appearance: "The Whispering Cairn," by Erik Mona (*Dungeon* #124)

Claim to Fame: Those of you who haven't heard Erik Mona's "Balabar Smenk" voice don't know what you're missing. If you had, he probably would have been villain #1. Balabar, that is. Not Erik. He's only #11.

Exag: City of Clay	T. Ganz, S. Happ, S. S. Greer B. M. Conklin III, A. Doyon	145
Farshore: City of Hope	S. S. Greer, G. Holian	143
Free City, The	Richard Pett	128
Hardby: City of the Scorned	Paul Looby	109
Into the Bright Desert	Creighton Broadhurst	98
Isle of Dread	Gary Holian	114
Istivin: City of Shadows	Greg A. Vaughan, Erik Mona	117
Paladins of Greyhawk	Gary Holian	104
Ring of Storms, The	Keith Baker	122
Sasserine	James Jacobs	139
Scuttlecove: City of Chaos	James Jacobs	146
Valor is Our Blood!	Rick LaRue	113

d20 Modern

Article	Author	Issue
Department-7 Field Manual 001-34	Rich Redman	107
Digital Revolution	Rodney Thompson	103
F.E.A.R.	Rodney Thompson	109
Get Your Ship Together	Rodney Thompson	113
The Kage	Rodney Thompson	98

Campaign Workbook: The Cast

Article	Author	Issue
Alert the Watch!	F. Wesley Schneider	118
Atypical Enemies	Chris Sims	122
Bandit Gangs	Russell Brown	146
Behind Bars	Michael Kortes	130
Bounty Hunters	F. Wesley Schneider	120
Company of Thieves	Ashavan Doyon	136
Courtesans and Confidants	F. Wesley Schneider	134
Down at the Docks	Russell Brown	132
Employers and Patrons	Alec Austin	121
Fences and Dealers	Frank Brunner	115
Five-Second NPCs	Mike Mearls	117
Healing For Hire	James Lafond Sutter	139
Informants	Russell Brown	116
Sages and Scholars	Alec Austin	123
Seneschals and Majordomos	F. Wesley Schneider	125
Slum Dwellers	Phillip Larwood	141
Specialists	Matthew Goodall	131
Spells for Sale	Russell Brown	119
Strictly Legit	Hal MacLean	138
Trust No One	Kennon Bauman	127
Wet Your Whistle	Ashavan Doyon	128

Campaign Workbook: The City

Article	Author	Issue
100 Market Stalls	Richard Pett	123
100 Shops and Taverns	Russell Brown	147
100 Things Found in an Inn	Jason Bulmahn	138
50 Unexpected Events	Richard Pett	134
A Town in the Aftermath	Mark A. Hart	122
Abandoned Buildings	Dawn Ibach	116
Bar Fight!	James L. Sutter	150
Cards, Dice, & Skulls	Frank Brunner	133
Cons and Swindles	Russell Brown	149
Crime Scenes	Frank Brunner	142
Enemies at the Gate	Mark Nemeth	119
Fifty Fairs and Markets	Richard Pett	115
Graveyard Encounters	Dawn Ibach	117
Have You Heard?	Trevor Janes	130
I Stole What?	Greg Cugini	145
Instant City Shopping	Mike Mearls	118
Merchant Madness	Ashavan Doyon	126
Merchant Madness II	Ashavan Doyon	139
Ordeals of Mettle	Tim Hitchcock	140
Smells of the City	Alec Austin	124
Stronghold Defenses	Stefan Happ	135
The Adventrue Begins	Russell Brown	120
To the Games!	Richard Pett	132
Unsung Heroes	Russell Brown	121

Campaign Workbook: The Dungeon

Article	Author	Issue
100 Bookshelves	F. Wesley Schneider	135
100 Even Less Useful Items	Richard Pett	142
100 Useless Items	Richard Pett	121
100 Wizardly Knick-Knacks	Lawrence Kapture	140
7 Treasure Chests	Mark A. Hart	134
A Brief Respite	Rodney Thompson	117
Art and Other Fancy Loot	Wolfgang Baur	118
Beaker of Endless Potions	Matthew Goodall	125
Black Sheep	Nicolas Logue	129

Location 3

3: MAURE CASTLE

Source: "Maure Castle," by Robert J. Kuntz (*Dungeon* #112)

Claim to Fame: Filling an issue with only one adventure risky when cries of "there aren't enough adventures in each issue" were a common complaint, yet Maure Castle went on to spawn two sequels and two of *Dungeon*'s most beloved (hated) villains.

Villain 3

3: ELI TOMORAST

Debut: "Maure Castle," by Robert J. Kuntz (*Dungeon* #112)

Claim to Fame: Like Maure Castle, Eli's true debut was in WG5 "Mordenkainen's Fantastic Adventure." He's gained a few levels since then, but the demon hands remained more or less the same. Plus, Kerzit works for him. Not a bad gig.

Chutes and Ladders	Tim Hitchcock	131
Dungeons with Dimension	Alec Austin	120
Essential Works	Hal MacLean	122
Familiar Creatures with New Faces	Christopher Wissel	129
Four Fiendish Fountains	Frank Brunner	116
Godtrap, The	F. Wesley Schneider	150
Grisly Ends	Hal MacLean	137
Lairs with Flair	Rodney Thompson	114
Magic Mushrooms	Hal MacLean	136
Obstacle Traps	Tim Hitchcock	138
Open Sesame	Michael Kortes	143
Passages into Darkness	Mike Mearls	115
Resting on the Run	Chris Fry	124
Sounds of the Underworld	Russell Brown	119
Staffs of Power	Mark A. Hart	127
Swords of Legend	Ashavan Doyon	130
The Mobius Scrolls	Matthew Goodall	133
Treasure Trails	Hal MacLean	123
Unusual Burials	Phillip Larwood	144

Campaign Workbook: The Journey

Article	Author	Issue
100 Meals	Russell Brown	133
Bridging the Gap	Mike Mearls	117
Dimension Doors	Nicolas Logue	131
Express Travel	Russell Brown	128
Foraging Finds	Russell Brown	137
Guides	Russell Brown	125
Hazards of the Trail	Richard Pett	122
Holy Sites	Hal MacLean	142
Inns and Lodging Houses	Alec Austin	130
Law of the Land	Russell Brown	123
Listening Posts	Stefan Happ	148
Mythic Locales	Jeffrey Gerretse	132
On the Wild Side	Rodney Thompson	119
Pilgrims on the Road	Mike Mearls	118
Polders	Hal MacLean	135
Refugees	Mike Mearls	116
Spice Up Your Travel	Travis Stout	114
Stopovers	Russell Brown	120
Swamp Dangers	Jason Bulmahn	126
Sylvan Ambushes	Frank Brunner	115
Twenty-Two Nightmares	Tim Hitchcock	145
Unwanted Followers	Russell Brown	134
Volcano!	F. Wesley Schneider	146
Well Met on the Road	Russell Brown	121

Campaign Workbook: Critical Threat/Agents & Allies

CR	NPC	Author	Issue
3	Lord Flame	Chris Thomasson	92
5	Countess Vita Al-Adora	Ashavan Doyon	136
6	Keershaz the Imp	Mike Mearls	95
7	Sadie	Christopher Perkins	93
8	The Dusklight Caravan	Sam Brown	137
9	Derthan Kaderas	Monte Cook	100
9	Hungash	Jonathan Tweet	100
10	Girddrez	F. Wesley Schneider	126
10	Nakhti	Bruce R. Cordell	94
10	Yu'thiol Mansecho	Matthew Sernett	95
10	Master Thest	Richard Baker	100
11	Downer Tarantula	Kyle Hunter	138
11	Oblivion	Chris Thomasson	90
12	Lord of Blades, The	K. Baker, B. Slavicsek, C. Perkins	111
12	Volkag	James Wilber	106
13	Malek	Mike McArtor, F. Wesley Schneider, James L. Sutter	129
14	Larsa Essinel	F. Wesley Schneider	118
14	Lone Tooth	Peter Adkison	100
14	Ella Mornel	Christopher Wissel	132
15	Lassiviren the Dark	Robert J. Schwalb	114
15	Bargle the Infamous	Mike McArtor	144
15	Dantalion	Erik Mona & James Jacobs	106
16	The Marshal	Christopher Wissel	133
16	Gnarlcrown	Matthew Sernett	91
16	Phyx	Seth Spencer	99
16	Evard	Erik Mona & James Jacobs	107
19	Larnyth	Christopher Perkins	94
19	Xollox	Robert Harris	97
20	Fiend-Sage, The	Sean K Reynolds	150
20	Warduke	Erik Mona & James Jacobs	105
21	Demodragon	Mike McArtor	147
Any	Glimmerpane	Hal MacLean	127
Any	Cold Storage	Chris Thomasson	96

Location 2

2: CAULDRON

Debut: "Life's Bazaar," by Christopher Perkins (*Dungeon* #97)

Claim to Fame: The iconic location of *Dungeon*'s first Adventure Path, Cauldron went through some tough times during Shackled City. That'll happen when you build your city inside of a volcano.

Villain 2

2: FLAME

Debut: "Into the Fire," by Grant and David Boucher (*Dungeon* #1)

Claim to Fame: In many ways, Flame has become the *Dungeon* mascot, appearing in two sequels over the years (issue #18 and issue #100). Of course, having an awesome Parkinson painting helps.

Any	Colossal Crypt	Scott Peterson	99
Any	The Vortex	Christopher West	91

Campaign Workbook: Wandering Monster

CR	Creature	Author	Issue
1/2	Webbird	B. Matt Conklin III	148
4	Slithering Tracker	James Jacobs	143
7	Dergholoth	Todd Stewart	150
10	Verdigris Wyrm	Greg A. Vaughan	142
10	Black Willow	Kevin Baase & Eric Jansing	149
18	Living Shipwreck	Richard Pett	141

Map of Mystery

Map	Cartographer	Issue
Ancient Catacombs	Chris West	138
Ancient Fortress	Chris West	143
Ancient Temple	Craig Zipse	101
Ancient Tomb	Craig Zipse	86
Back Alleys	Robert Lazzaretti	104
Cinderforge	Chris West	137
Cryomancer's Icicle Tower	Chris West	107
Darkmaiden's Dance	Chris West	139
Deep Grotto	Chris West	145
Drow Outpost	Chris West	146
Dungeon's Delve: Part One	Chris West	109
Dungeon's Delve: Part Two	Chris West	111
Dungeon's Delve: Part Three	Chris West	150
Forgotten Tombs	Chris West	144
Fortress of Mystery	Chris Perkins	68
Githzarai Monastery	Chris West	99
Gothic Cathedral	Sean McConnell	78
Guildport	Chris West	85
Hall of the Elestial Eye	Chris West	140
Halls of Huhueteotl	Craig Zipse	84
Haunted Roadside Coaching Inn	Chris West	132
Jungle Trading Port	Chris West	130
Kharadad: Dwarven Cliff City	Chris West	147
Lost Caverns	Stephen Daniele	77
Lost Peninsula	Todd Morasch	84
Mysterious Shrine	Craig Zipse	94
Pirate Sea Cave Stronghold	Chris West	106
Red Dragon's Lair	Chris West	102
Roadside Tavern	Wayne Felske, Craig Zipse	76
Sewer Stronghold	Chris West	128
Smuggler's Cave	Craig Zipse	94
Smuggler's Tunnels	Robert Lazzaretti	127
Stone Giant Caverns	Chris West	108
Temple of Boccob	Chris West	99
The Abandoned Keep	Craig Zipse	79
The Drakebourn Sanctum	Chris West	141
The Forsaken Rift	Chris West	136
The House of Broken Minds	Chris West	135
The Old Kingdoms	Craig Zipse	70
Town of Deepwatch	Chris West	103
Traevantahl	Chris West	148
Underdark Caverns	Chris West	133
Underdark Outpost	Chris West	87
Underground Pond	Craig Zipse	71
Vault of the Deathlord	Chris West	131
Womtham	Robert Lee	89
Woodland Shrine	Chris West	142
World of Mystery Poster Map	Chris West	150

Global Positioning

Map	Cartographer	Issue
Arctic Research Station	Chris West	108
Bowling Alley	Chris West	103
Corporate Office Building	Chris West	102
Downtown Night Club	Chris West	99
Fast Food Restaurant	Chris West	100
Lakeside Cottage	Chris West	113
Large Family Residence	Chris West	101
Large Metropolitan Bank	Chris West	99
Modern Cemetery	Chris West	102
Modern Cineplex	Chris West	109
Municipal Police Station	Chris West	98
Occult Bookstore	Chris West	111
Old Urban Firehouse	Chris West	111
Pawn Shop	Chris West	102
Public High School	Chris West	107
Roadside Motel	Chris West	104
Sleazy Urban Bar	Chris West	102

Location 1

1: THE STYES

Debut: "The Styes," by Richard Pett (*Dungeon* #121)

Claim to Fame: When I ran this adventure, one of my players wanted to burn the place down to do its citizens a favor. When I explained that the polluted water was more flamable than the mildew-crusted wood, I think part of his soul died. Good times!

Villain 1

1: LASHONNA

Debut: "The Prince of Redhand," by Richard Pett (*Dungeon* #135)

Claim to Fame: Maybe because she caught so many trusting players off guard, Lashonna managed to upstage both Dragotha and Kyuss in the Age of Worms. And no… that's not wine in her glass.

DESIGNING MYSTERIES THAT LAST

BY WOLFGANG BAUR
BY KYLE HUNTER

D&D has a long tradition of mystery adventures, from hidden cultists with complicated schemes to summon elder elemental gods right down to basic murder mysteries going back to "Assassin's Knot." But it's not easy to sustain a mystery in a magic universe. As a DM or adventure designer, how do you keep a mystery going in a game that includes divination spells like *discern lie* and class abilities such as the paladin's *detect evil*?

On the one hand, you could simply save mystery adventures for low levels—but what's the fun in that? Presented here are some options for Dungeon Masters to use when creating or running their own mystery adventures at any level.

The First Clue

The way the players first encounter the mystery often colors their perceptions of the entire adventure, so choose that first scene carefully. It will send the party down false trails if you sprinkle the right clues in the description, but it will also provide easy answers if your players have the right skills, so play to at least one of their weaknesses.

The exact clues aren't the most crucial element. The goal is to provide fragments that motivate the party to follow up and take heroic action. But the clues also have to point the players in at least two directions, one being a thread that you have carefully laid down to go through a maze or breadcrumb trail to the solution,

while the other is a false clue that may be initially much more appealing.

False Trails and Questions of Motive

As the DM, you are the information bottleneck for any mystery: if the answer to the mystery doesn't pass your lips, the players will never solve it. So imagine the chaos that false information creates. Players are generally predisposed to believe what you tell them; in most adventures, you're providing factual information about setting details, NPC actions, rules, or sensory information.

It's amazing how far deception can lead an investigation astray, but in a mystery villains have every reason to lie. Try to be convincing. If you make it obvious that an NPC is being shifty, your players will spot it right away. I recommend not being obvious at all. You might fear the game won't be fun if the party is frustrated, but giving away easy clues takes away the fun of, "Is the DM telling us the truth?"

Which brings me around to the Sense Motive check, the third-edition twist to the classic mystery.

Any serious player solving mysteries needs some ranks in Sense Motive. By implication, this suggests that the bard, monk, paladin, rogue, and the NPC aristocrat classes are likely the best detectives. The skill description says that a character can get a hunch "that something is wrong," but Sense Motive is not a lie detector. When players want to know if someone is being evasive, bluffing, or untrustworthy, ask for a Sense Motive check. It makes for a good follow-up to Gather Information or Intimidate checks, especially if a character is quizzing a shifty source and has doubts about the quality of the information he's getting.

False trails might be found by high Sense Motive rolls, but they require further evidence to disprove—no sheriff or catchpole will accept a hunch as evidence. If a suspect claims the stains on his floor were from spilled wine, and the party later learns he only drinks beer, they may decide that he is unreliable. It might not prove guilt, but if he's lying to the party, he's hiding something.

Always think up one or more excuses for why evidence that implicates a villain might mean something else. If he keeps bloodstained knives around the house, he may be a butcher or tanner by trade. If the neighbors hear strange screams from his barn, he may keep roosters or peacocks as pets. You get the idea.

Expanding Hints and Burying Threads

Investigative parties try every lead, cast magic, and even use checklists to learn more information. You have to make a choice between playing it out in character, using social skill checks, or some combination. I recommend the mixed option.

In the investigative phase, you want to take the mystery's central thread, the actions of the major villain, and muddy the waters. This means either complicating things with more suspects or burying the villain's crime in a flood of useless additional information. For instance, the villain's ally may act badly and come under suspicion, an innocent person may walk into the wrong place and say something damning, or a witness may swear he saw a person with a superficial resemblance to the villain commit the crime. One villain and three viable suspects is usually enough for a short mystery. For a larger location-based mystery (unraveling a complex smuggling operation), you can still mix up possibilities, which might be entire gangs or outfits rather than single suspects.

Changing the party's initial assumptions is a great way to keep a mystery going. For example, the identity of the victim, the location of the crime, or (most often) the perceived motive may change. To set this up, determine the true identity/location/motive first, then figure out a likely (but mistaken) interpretation of the facts. Make sure that the false interpretation seems obvious based on the initial clues. Presto, you have reverse-engineered a plot twist.

Gather Information: This skill is useful for planting hints, rumors, and background on various suspects, but players don't get much satisfaction if the heart of the mystery is solved by a Gather Information check. Rather, use this skill to provide the party with lists of leads. Then make them work to find and question suspects or recover objects. Alternately, create a table for the skill with degrees of success. Using this option, the very best clues require higher skill checks.

Library Use/Research: *Call of Cthulhu* players already know this skill, which does not exist in standard D&D. It's one of the key skills in *Call of Cthulhu* because it's all about following paper trails. In a D&D setting, the number of records and documents is smaller, but if you are planning a mystery one-shot or a short all-mystery campaign, I recommend you make this skill available to the players during character generation.

Deep Darks

If you're going to have a mystery that's not just a murder, plant a well-hidden secret. You'll need the secret information, a group that knows the secret, and an ongoing agenda for the secret (that is, what the villain plans to do with it). The secret itself should be something dangerous, bizarre, shameful, or powerful, such as:

- A new spell that binds souls to the caster
- A secret family alliance with shadowy fey
- A corrupt way of creating magical items
- Mercenaries hidden nearby to help stage a coup

I'm sure you can think of secrets that work for your campaign. The information has to be dangerous to the status quo, to particular people, or to everyone. Otherwise, why keep it secret?

But of course, secrets are hard to keep, and "three can keep a secret if two of them are dead." You need someone who knows the secret: a witness, a cult member having second thoughts—someone who talks. Which brings us to witnesses and clues.

Crucial Clues or Witnesses

Most mysteries seem a lot harder when you didn't design them. Players are operating in an information vacuum. Interweaving a relatively small number of elements can create a good-sized mystery.

A short adventure might have very few real clues: two useful crucial clues, say, and one hint and one false trail. More than that and it becomes difficult to

manage, and worse still, the mystery may be abandoned by players eager to get on with the hacking and the looting (your players may vary, of course). Sometimes an entire mystery is just a prelude to an extended combat sequence or to a complete reversal of expectations ("Our patron is a werewolf?"). For those, I'd suggest plenty of action scenes and relatively little emphasis on investigation; it's more a surprise than a mystery.

What do I mean by a crucial clue? It could be the murder weapon's location (if the party can cast *locate object*, they could learn something about where the killer chose to hide a blade). It could be a list of spell ingredients that points to a plan for summoning. It could be a witness afraid of what the priests will do to him if they learn he was in the graveyard the night the necromancer came to town. A crucial clue turns the gaze of suspicion to a new target or makes the innocence of a previous suspect clear.

Objects as witnesses: All items in a medieval setting are unique; the only mass-produced items are pottery and coins, maybe chain links and nails. This means that clothes, jewelry, weapons, or the like can be traced to an owner. Books can also be useful "witnesses," spilling secrets that are otherwise inaccessible (such as actions in the past, the half-monstrous bloodline of a hundred years ago, or a mention of the hidden stairs that lead to the cult shrine).

Alibis: A perfect alibi is a fine story-shifting clue. A character who claims she saw the chief suspect elsewhere at the time of the crime is a great wrench in what the PCs think they know. Even better, an alibi allows a second shift later, when it becomes clear that the witness was charmed into telling this story.

Witnesses: To my way of designing, object clues are fine and useful, but usually too straightforward. Witnesses and alibis are great clues because people have many reasons to misremember what they saw: fear of reprisal, loyalty to a spouse, confusion due to ignorance, or shame over their silence at the scene of the crime. They can be naïve, honestly mistaken, blackmailed, near-sighted, or just zealous hypocrites out to settle a score. And witnesses are much more fun to roleplay than a horseshoe or an ax.

Divination Spells and Countermeasures

A PC with the right spell can always derail a mystery. How should you plan for *detect lie*, *speak with dead*, or *true seeing*? Well, sometimes they should work, frankly. But when these spells fail and the PC doesn't know it, you have another type of false trail.

Detect thoughts: Surface thoughts can give away a lot. Make sure your villain has a high Will save or has quite alien thoughts (in another language, or simply inhuman). If the party uses this spell carefully, they should get evidence from it.

You may not need to work against this spell, because while they may learn something, it's hard to prove anything against a trusted or powerful suspect. If the mayor is guilty and the out-of-town adventurers say they read his thoughts, well, that certainly makes people wonder. But if the beloved local mayor claims that the adventurers extorted him for a bribe and he refused, some townsfolk will suspect the adventurers are dirty rats trying to smear an innocent man.

Misdirection: This spell is your best friend if the party is a little too quick to accuse every evil creature they meet, and is available as a potion for non-caster villains. If players complain, well, they use magic all the time, what makes them think villains won't as well? Any villain caught in public without one isn't trying very hard.

Speak with dead: If you can quiz the murder victim, there's no mystery. But you can build a mystery to avoid this. If the local priests commonly use *speak with dead*, then the local criminals will likely know that, just as modern criminals know about DNA and fingerprints, and some take countermeasures. The spell requires an identifiable, intact corpse, so criminals might smash a jawbone or cut vocal chords to prevent speech. Easier still, a criminal could take the whole skull or disintegrate it. A series of decapitated murder victims is both creepy and logical for a mass murderer who fears magical discovery.

Furthermore, the spell works only if the corpse knew something important, such his killer's name or motive. If the victim was shot from a distance, poisoned, or killed by a charmed monster, the mystery isn't solved yet, just pushed to the next link in the chain of clues.

True seeing: If your villain is a shapeshifter, a creature using illusions, or wearing a *hat of disguise*, this spell is your worst enemy. A PC using *true seeing* sees that the "mayor" is really a demon, or the "archmage" is an apprentice with a *hat of disguise*. Mystery solved. Many mystery scenarios of the mistaken-identity type just don't work at high levels for this reason.

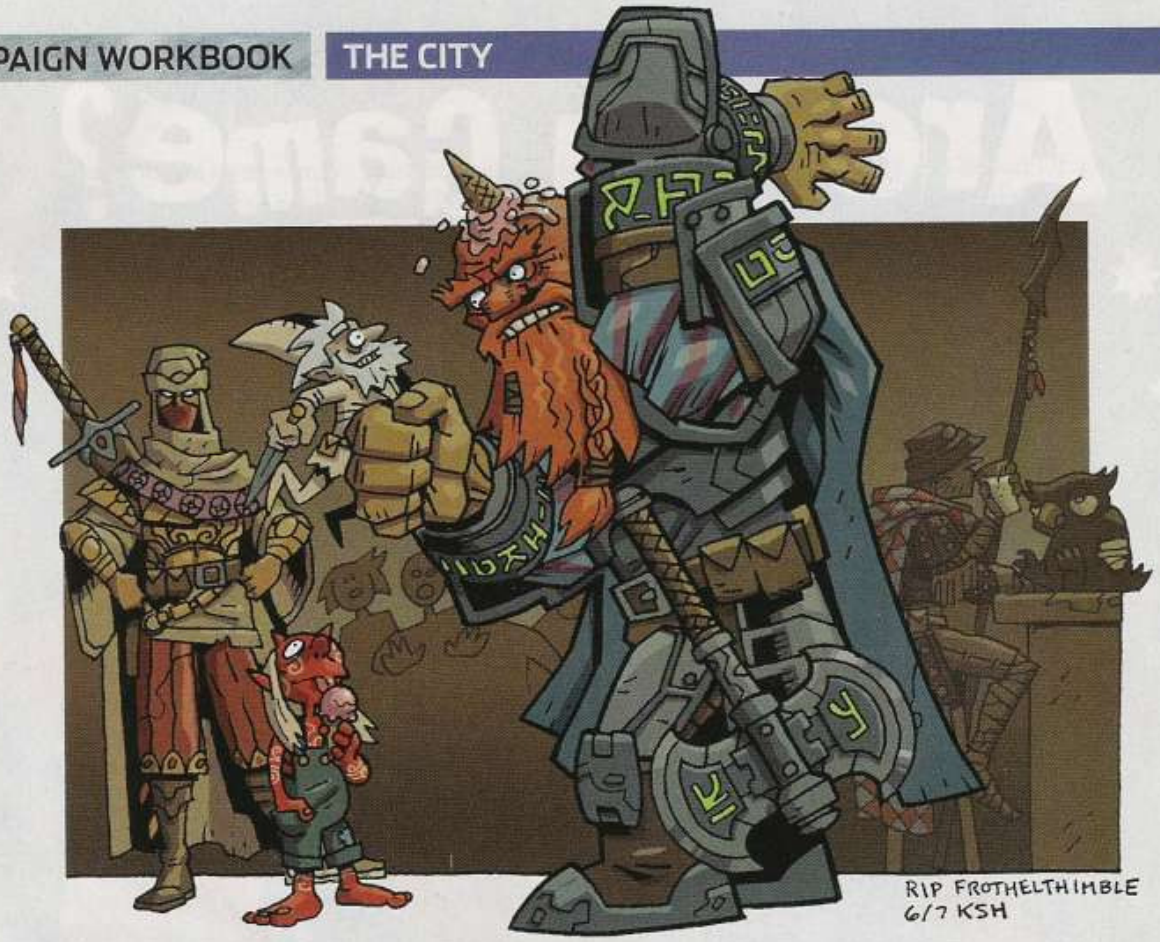
But this spell can also sow confusion. Some creatures may hide their true shapes for good reasons (a Lawful Good drow might not want to show himself among an elven court), and others might be innocent. For instance, a ghaele might be passing as an elf, but *true seeing* reveals a glowing green light form. This spell can cast false trails in a helpful way; take advantage of the natural suspicion that players have for anything that is not as it appears.

Conclusion

Mysteries are a bit trickier to design than standard adventures, but only a bit. You need a small stable of clues and witnesses, including witnesses who saw nothing useful. I recommend running a few small mysteries before attempting a multi-session mystery arc.

As you grow more confident maintaining elaborate mysteries, you'll find some players respond to them more than others. Your players may want just a few mysteries as a change of pace; be careful about overwhelming them with too many clues or too many surprise endings.

Wolfgang Baur is a noted adventure designer and author of "Forge of War," "Empire of the Ghouls," and "Enemies of my Enemy." He is also the publisher of Kobold Quarterly, *a feisty gaming journal available at* ***wolfgangbaur.com.***



BAR FIGHT!

BY JAMES LAFOND SUTTER
BY KYLE HUNTER

Sooner or later, every adventuring party winds up in a tavern. Whether it's a meeting place for PCs or a well-earned break between adventures, there's nothing quite like the unusual and interesting people you meet in the village pub. And since this is D&D, what's the point of meeting interesting people if you don't get to fight them? Presented below are 11 tense situations that can easily escalate into fights, along with stats for sample brawlers—in short, everything you need to craft a barroom blitz on the fly.

The Scenarios

Who's Your Daddy?: Two large men stand over a crying woman holding a baby, arguing fiercely over which man is the child's real father. Suddenly one of the men swings at the other and misses, knocking the woman out cold. The rest of the barflies leap to their feet, and in the ensuing ruckus, it's up to the PCs to recover the baby and keep it safe.

Damn Your Eye!: A furious farmer slaps another across the face, and to his horror the victim's glass eye pops out and skitters across the floor. The one-eyed man yells, "Grab that eye!" before leaping on top of his opponent, slamming into a full table and rousing the other drinkers. PCs attempting to recover the eye must succeed on a DC 15 Dexterity check.

Wedding Crashers: The inn is hosting a small wedding ceremony when the doors suddenly burst open and the bride's family comes crashing in, demanding that the "no-good gold-digging he-wench" unhand their daughter. In the fight that follows, both sides assume the PCs are with the rival guests. Correcting the misconception requires a DC 20 Diplomacy check, and settling the dispute a DC 30 check.

Drunk as a Lord: An intoxicated lordling seats himself at the PCs' table and awards them the "honor" of buying his drinks for the evening. With each cup he becomes more demeaning, pinching female PCs and holding forth on "the problems with common folk," taking offense at any perceived slight. His two beefy guards look embarrassed, but once the lord takes a swing at the characters, they sigh and wade into battle. If the PCs fend off the lord's wild blows without doing any permanent damage, they can avoid incurring the wrath of the city guard.

Race Riot: A drunken dwarf topples off of the tall barstool provided for him, drawing laughs from a group of elves. The dwarf leaps up and upends their table, and in the brawl that follows any elves or dwarves in the party find themselves singled out for vengeance.

Fire!: A man flings an accused horse thief over the bar, smashing several bottles of the tavern's finest as well as one of the lamps, which ignites the flammable liquor. Unless quenched by a party member, fire spreads at a rate of one five-foot square per round, eventually consuming the entire building.

Mistaken Identity: The party is drinking quietly when four young men carrying chains and axe-handles burst through the door. The apparent ringleader points at the most inconspicuous male PC and yells, "There he is! Him's the one that done got Marilee with child!"

Political Debate: Two makeshift podiums stand to one side of the common room, from which two local mayoral candidates rail at each other before a sharply divided constituency. Suddenly a gobbet of spit flies between the groups of supporters, and the room erupts with violence. In addition to being swept up in the commotion, PCs making a DC 15 Spot check notice one of the "farmers" stealing votes from a ballot box and stuffing them into his jacket.

Gambling Problem: The PCs are drawn into a "friendly" game of dice with some locals. At some point when the PCs are doing well, one of the players "spots" a pair of weighted dice (actually palmed by the accuser) in one of the player's sleeves. The rest of the bar patrons leap to their feet in a righteous attempt to strip the "cheaters" of their goods.

Diversion: Two loud drunkards cast ever-greater curses and aspersions on each other over whose turn it is to pay the bill, finally falling into a raucous wrestling match that slams into the PCs' table, likely resulting in one of the men taking a misguided swing at a PC. When the bartender emerges from behind the counter to break it up, PCs can make a DC 15 Spot check to notice a third man (secretly the drunkards' accomplice) stealing money from the unattended till.

Bored Enchanter: In the far corner of the inn, a man wearing luxurious purple robes sits sullenly in the corner, surrounded by empty tankards and drawing impatiently on the table with a wine-damp fingertip. Without warning, two peasants from different tables leap to their feet and begin madly proclaiming their love for each other, much to the consternation of their previous companions. The man leans back and watches with a grin as the altercation becomes a full-blown fistfight. PCs making a DC 15 Spot check notice his lips moving slightly, and successful Spellcraft checks reveal that the man (male human sorcerer 4) is stirring up trouble via *message* and *charm person*.

The Bartender

Behind the bar stands a lumbering red-haired man in a leather apron. Despite his easy grin, muscles ripple beneath his beer-stained shirt, and a massive warhammer hangs within easy reach above the bar to handle any complaints about the service.

BARTENDER **CR 3**

Male human fighter 2/expert 2
NG Medium humanoid
Init +0; **Senses** Listen +1, Spot +6
Languages Common

AC 11, touch 10, flat-footed 11
hp 30 (4 HD)
Fort +5, **Ref** +0, **Will** +4

Spd 30 ft.
Melee unarmed strike +6 (1d3+3) or warhammer +6 (1d8+3/×3)
Base Atk +3; **Grp** +6
Atk Options Cleave, Power Attack
Combat Gear *potion of cure light wounds*

Abilities Str 16, Dex 10, Con 14, Int 8, Wis 12, Cha 13
Feats Cleave, Combat Reflexes, Improved Unarmed Strike, Negotiator, Power Attack
Skills Craft (brewing) +2, Diplomacy +3, Intimidate +8, Knowledge (local) +6, Sense Motive +3, Spot +6
Possessions combat gear, *bracers of armor +1*, warhammer, 20 gp

Hitting With The Bottle

No bar fight would be complete without at least one person getting a bottle broken over his head. In your next roadhouse dustup, consider allowing your players to use bottles of wine or ale as improvised melee or thrown weapons (with a –4 penalty on attack rolls). A standard bottle has the same stats as a dagger, with the exception that the first successful hit does nonlethal bludgeoning damage and shatters the bottle. From this point on, the bottle uses standard dagger statistics, as its jagged edges are perfect for slitting throats.

The Patrons

The customers here are generally farmers and laborers having a quiet drink, but mixed in among them are a more raucous bunch—rough, surly-looking characters, perhaps merchant caravan guards or the local constabulary, looking bored and eager for entertainment.

BRAWLER **CR 2**

Male and female human warrior 3
N Medium humanoid
Init +5; **Senses** Listen +0, Spot +0
Languages Common

AC 15, touch 11, flat-footed 14
hp 17 (3 HD)
Fort +3, **Ref** +2, **Will** +1

Spd 30 ft.
Melee bottle +1 (1d4+2/19–20) or longsword +5 (1d8+2)
Base Atk +3; **Grp** +5
Atk Options Power Attack
Combat Gear *potion of bull's strength*

Abilities Str 14, Dex 12, Con 11, Int 9, Wis 10, Cha 8
Feats Combat Reflexes, Improved Initiative, Power Attack
Skills Climb +5, Intimidate +5, Jump +5
Possessions combat gear, studded leather armor, light wooden shield, longsword, 5 gp

THE GODTRAP

BY F. WESLEY SCHNEIDER
BY KYLE HUNTER

In 421 CY Zagig Yragerne, Lord Mayor of the Free City of Greyhawk, utilized the opposing deific powers of nine ensnared divinities to catalyze a daring apotheosis. As brazen and miraculous as Zagig's ascendance to godhood was, his method of transcending, a marvel of arcana that's come to be known to some as the *Godtrap*, was only slightly less phenomenal.

A creation of equal parts genius and madness, the original *Godtrap* lies deep within the ruins of Castle Greyhawk in the dangerous laboratories that once served as Zagig's personal sanctum. Utilizing the power of nine deities, each of a different alignment, the *Godtrap* possesses the potential to catapult a single mortal beyond his terrestrial bonds into godhood. Since Zagig's phenomenal success, many would-be godlings have attempted to duplicate the Mad Archmage's work. While several deluded archmages, power-mad tyrants, and desperate liches have attempted to recreate the apparatus, none have replicated Zagig's success (and many have met varied and terrible ends). Along the way, their creativity has produced countless *lesser godtraps*, some little more than cages for powerful extraplanar beings, some deadly arcane bombs, and some—a rare few—potential gates to divinity.

Zagig's Godtrap

The original *Godtrap* created by Zagig still exists in the aging, monster-stalked level of Castle Greyhawk now known as Zagig's Prison. Most of its occupants long since escaped or evicted, great potential still lingers within the apparatus, and many daring mages have attempted to reach Greyhawk's deadly lower levels to study the spells woven here. Zagig's *Godtrap* has most recently been detailed in *Expedition to the Ruins of Castle Greyhawk* and plays a crucial role in that adventure's plot.

Lesser Godtraps

A less ambitious form of Zagig's creation, *lesser godtraps* serve as tentative first steps

for those planning to build a complete *Godtrap*, or possibly for those whose ambitions are slightly less insane.

Appearance: A *lesser godtrap* consists of a large chamber containing three concentric rings, each ring an arcane cage crossed with a myriad of arcane markings and interwoven spells (both visible and invisible). The cages themselves might take a variety of forms: elaborate mirrors, man-sized crystals, multicolored giant skulls, detailed paintings of their occupants, or other sizable and ostentatious displays. In the center of the room that holds the apparatus (usually a circular room at least 40 feet in diameter) is a focal point where a spellcaster can manipulate the *lesser godtrap*'s energies. This focal point also might take a variety of forms, such as a low pillar etched with runes, a floating orb, or simply a low dais.

A *lesser godtrap* has three different functions: capture, release, and transformation. All of these operations are manipulated using the room's focal point.

Capture: *Lesser godtraps* function by corrupting the terms of the "calling creatures" aspect of *gate*. The caster must convince an outsider to serve him for a period of 1 year and provide the creature with immediate payment for that term of service (as described in the spell). If the creature knows that the caster seeks to capture it within a *lesser godtrap*, it is unlikely to agree to any price. Once a being commits to the service and is paid, the *lesser godtrap* attempt to draw the outsider into one of the device's empty cages. The creature receives a Will save equal to 10 + the caster's caster level + the caster's Charisma modifier. If the creature fails, it is drawn into the *lesser godtrap* and may be used to fuel the apparatus's transformation ability. If it succeeds, it is released from both the *lesser godtrap* and the terms of the *gate* spell with full knowledge of what the caster attempted to do. Only outsiders or elementals can be captured by a *lesser godtrap*. Other creature types are unaffected.

Release: By touching the room's focal point and concentrating on a filled cage, a *lesser godtrap* releases a creature it has captured. This operation is especially delicate. If after a round of contact the user has not focused his mind upon a specific cage, the *lesser godtrap* releases all the beings currently held within. These creatures are not controlled by the user and may act as they please.

Transform: This is the ultimate ability of a *lesser godtrap*, by which a user imbues himself with the powers of the trapped creatures and becomes another being entirely. This function can only be used when each of the *lesser godtrap*'s three cages are filled by creatures involved in one of the transformation formulas below (if the captured creatures meet none of the formulas, a Misuse occurs). Upon touching the room's focal point and casting the spell *energy drain* (or having another cast it for him), the user begins an hour-long transformation.

The user can perform no action for the next hour, not even speech. Taking an action, being forced away from the room's focus, or any other interruption has devastating effects (see Misuse). In addition, the total Hit Dice of the creatures held within the *lesser godtrap* must be at least triple the user's Hit Dice. At the end of the hour-long process, if the siphoned creature's total Hit Dice do not equal or exceed three-times the user's, the transformation process has no effect (but the *lesser godtrap* is not damaged).

Should all the prerequisites of imprisoned creatures, Hit Dice, and time be met, the user is transformed, permanently gaining the benefit of one of the templates below. Other forms of transformation might exist, but the methods for such processes are currently unknown.

Misuse: Despite being wonders of arcane creation, *lesser godtraps* are exceedingly fragile. Should the device be used incorrectly or any of its parts take 10 points of damage or more (most components of a *lesser godtrap* have hardness 8), the device erupts in a conflagration of magical energy. This eruption deals 20d6 points of force damage. Due to the unleashed conjuration magic, for each creature in the room there is a 20% chance of being sent to a random plane. In addition, any creatures imprisoned in the device's cages are released. After such an explosion, the *lesser godtrap* is destroyed.

Transformation

Template Applied	Creatures Required	Source
Anarchic	1 CE, 1 CG, 1 CN outsider	*Manual of the Planes*
Axiomatic	1 LE, 1 LG, 1 LN outsider	*Manual of the Planes*
Celestial	1 CG, 1 LG, 1 NG outsider	*Monster Manual*
Fiendish	1 CE, 1 LE, 1 NE outsider	*Monster Manual*
Half-Elemental	3 elementals of the same subtype	*Manual of the Planes*

10 Random Lesser Godtraps

d10	Appearance	Imprisoned Creatures
1	Giant eyes surrounding a mirrored platform.	Empty
2	Circles of gems surrounding a crystal ball.	1 1-HD lantern archon
3	Large aquariums around an elegant bath.	1 3-HD water mephit
4	Huge gold gears around a clockwork pillar.	1 13-HD kolyarut, 1 6-HD achaierai
5	Rings of flame surrounding a brazier.	2 8-HD Large fire elementals
6	Huge beetle carapaces around an insectile eye.	1 advanced 9-HD ravid
7	Broken statues around a shattered column.	1 7-HD djinni, 1 7-HD blue slaad
8	Balls of lightning surrounding a ruby dais.	1 7-HD belker, 1 2-HD magmin, 1 15-HD elder tojanida
9	Crystal holy symbols around a white pulpit.	1 12-HD astral deva, 1 10-HD ghaele, 1 6-HD succubus
10	Nine-sided gems around a stone pyramid.	1 20-HD balor, 1 18-HD pit fiend, 18-HD night hag

FIEND-SAGE

BY SEAN K REYNOLDS
BY JULIE DILLON

Very little is known about the Fiend-Sage's history. For some time it has been an associate of Drax the Invulnerable, the undead lord of the city of Rel Astra, with Drax providing the Fiend-Sage a place to research and the demon providing the man with information and advice. While a molydeus normally works as an enforcer for a powerful demon lord, the Fiend-Sage has no known master, and pursues its own agenda within the framework of advising the Lord of Rel Astra.

The Fiend-Sage collects rare books, strange beasts, unusual magic items, and lost spells. Its knowledge in these fields is incredible, and it usually knows a way to mitigate an item's harmful effects on its demonic flesh; for example, when the artifact called the *Crook of Rao* banished most of the demons and devils from Oerth, the Fiend-Sage was unaffected, possibly because it had time to study the item while it was in Drax's possession. In addition to its general knowledge of hundreds of different magic items, the demon uses tracking magic to scry on persons and items of interest.

The Fiend-Sage is the head of a small but far-reaching network of spies, agents, slaves, and allies. It does not employ fools, and quickly punishes minions for their failures, sometimes preemptively interrogating or torturing its own agents to ensure they haven't turned on it. Some of its employees are skilled rogues or mages, capable of infiltrating enemy lairs, defeating exotic creatures without leaving a mark, and preserving corpses for transport and dissection. Its direct agents are slavishly loyal to it, as they are paid well and frequently have their commitment tested, and many are tainted with fiendish blood, often as a reward for excellent service. Some of its minions (including a few adventuring groups) do its bidding through intermediaries, never knowing their pay ultimately comes from a demon.

Appearance

The Fiend-Sage stands 12 feet tall and wields a massive staff sporting glowing axe-blades and a glittering red ruby at the base of its shaft. Its crimson body bears clawed hands and the head of a

leering, demonic hyena with silver eyes and great slavering fangs. A writhing snake protrudes from the side of the demon's neck, this second head coiling and hissing menacingly. Black robes covered in violet flames cover its body, and its cloak is made of human skin. Despite its fierce appearance and obviously evil nature, the demon calmly scrutinizes everything near it, evaluating its value and utility.

Development

While typically demonic in its physical appetites, the Fiend-Sage is a genius-level intellect and doesn't engage in activities that would endanger its alliance with Drax. Immortal, patient, and cunning, it is willing to set small things in motion now in order to reap greater rewards decades or centuries in the future, and has no problem waiting to outlive dangerous mortal opponents in order to claim a valuable item or piece of information. It is secure in its power, and acts subdued and humble (though not fawning) when it and Drax walk through the palace or city.

The Fiend-Sage is a loner and avoids other molydei unless absolutely necessary. Because of its extensive contacts, it may be found all across the planes, in the court of a demon lord or conferring with an elemental prince. Its hunger for knowledge and desire to examine rare magic frequently puts it in conflict with other greedy outsiders, though in most cases this rivalry is cool hatred rather than open war. The Fiend-Sage may have a secret fortress somewhere in the Abyss, but if so its location is unknown.

THE FIEND-SAGE OF REL ASTRA **CR 20**

Unique molydeus demon
CE Large outsider (chaotic, evil, extraplanar, tanar'ri)
Fiendish Codex I 47

Init +6; **Senses** all-around vision, darkvision 60 ft., true seeing; Listen +29, Spot +29
Languages Abyssal, Common; telepathy 100 ft.

AC 38, touch 16, flat-footed 32
hp 313 (19 HD); fast healing 30; **DR** 15/cold iron and good
Immune electricity, mind-affecting, poison
Resist acid 10, cold 10, fire 10; **SR** 30
Fort +27, Ref +21, Will +22; evasion

Spd 40 ft.
Melee +1 *dancing vorpal cold iron greataxe* +26/+21/+16/+11 (3d6+11/19–20/×3) and bite +23 (2d6+3) and bite +23 (1d6+3 plus poison) or +1 *dancing vorpal cold iron greataxe* +26/+21/+16/+11 (3d6+11/19–20/×3) and 2 claws +25 (1d6+7) and bite +23 (2d6+3) and bite +23 (1d6+3 plus poison)
Space 10 ft.; **Reach** 10 ft.
Base Atk +19; **Grp** +30
Atk Options piercing strike, snakebite, Combat Expertise, Improved Trip, Improved Disarm
Special Actions spells, *summon tanar'ri*
Wizard Spells Prepared (CL 11th, +24 ranged touch)
6th—*disintagrate* (DC 23), *repulsion* (DC 23)
5th—*cone of cold* (DC 22), *wall of force*
4th—*enervation, solid fog*
3rd—*haste, heroism, slow* (DC 20)
2nd—*false life, glitterdust* (DC 19), *mirror image*
1st—*magic missle* (2), *shield*
0—*detect magic*
Spell-Like Abilities (CL 19th)
At will—*baleful polymorph* (DC 24), *blasphemy* (DC 26), *blindness/deafness* (DC 20), *charm person* (DC 20), *comprehend languages, detect magic, fear* (DC 23), *fly, greater dispel magic, invisibility, greater teleport* (self plus 50 pounds of objects only), *read magic, suggestion* (DC 22), *telekinesis* (DC 24), *vampiric touch*
7/day—*detect thoughts, dimensional lock, identify, lightning bolt* (DC 22)
3/day—quickened *telekinesis*
1/day—*analyze dweomer* (DC 27), *legend lore, sending, trap the soul* (DC 27)

Abilities Str 24, Dex 22, Con 34, Int 25, Wis 24, Cha 28
Feats Combat Expertise, Improved Critical (greataxe), Improved Disarm, Improved Initiative, Improved Trip, Multiattack, Quicken Spell-like Ability (*telekinesis*)
Skills Bluff +31, Concentration +34, Decipher Script +17, Diplomacy +35, Forgery +29, Gather Information +19, Intimidate +33, Knowledge (arcana) +29, Knowledge (local) +17, Knowledge (nature) +15, Knowledge (history) +17, Knowledge (nobility & royalty) +17, Knowledge (religion) +22, Knowledge (the planes) +29, Listen +29, Search +29, Sense Motive +29, Spellcraft +22, Spot +29, Tumble +28, Use Magic Device +31
Possessions +1 *dancing vorpal cold iron greataxe*, black *robe of the archmagi*

All-Around Vision (Ex) The Fiend-Sage gains a +4 racial bonus on Search and Spot checks. It cannot be flanked.
Dancing Vorpal Axe A molydeus's +1 *dancing vorpal greataxe* is an extension of its being; if a molydeus is slain, its magic axe melts away into ichor.
Piercing Strike (Su) The Fiend-Sage ignores damage reduction, save for damage reduction that requires a specific material (such as silver, cold iron, or adamantine) to bypass, epic damage reduction, or damage reduction that doesn't allow any form of bypass (such as that granted to barbarians).
Poison (Su) Injury, Fortitude DC 29, initial and secondary damage 2d6 Con. A creature killed by this poison immediately transforms into a manes demon (*Fiendish Codex I* 45). Only a *miracle* or *wish* can reverse this transformation. Molydeus venom can harm creatures normally immune to poison. This excludes constructs, plants, or undead—sgainst such creatures its effects are reduced to 1d6 points of Constitution damage.
Snakebite (Ex) The Fiend-Sage's snake head can strike independently of the demon's other actions. It can make a bite attack as a free action once per round while the molydeus takes any other standard or full-round action. The snake head always strikes as a secondary attack.
Spells The Fiend-Sage can prepare and cast arcane spells as a wizard, though the number of spells it can cast per day is limited (one spell slot for spell levels 0 through 6, plus bonus spells from its high Intelligence). Between its own archives and that of its employer Drax, it has access to any common spells of these levels and many rare or obscure ones. The Fiend-Sage can use magic items as if it were an 11th-level wizard.
***Summon Tanar'ri* (Su)** Once per day the Fiend-Sage can automatically summon 1d6 babaus, 1d4 chasme, or one marilith. This ability is the equivalent of a 9th-level spell.

DERGHOLOTH

BY TODD STEWART
BY JULIE DILLON

Standing nearly ten feet tall atop an awkward tripod of legs and covered in a mottled gray-green hide, this fiend's thickly muscled torso is ringed by arms that brandish a motley assortment of weapons or claw the air malevolently. Sensing something, it slows, and without turning swivels its head a full three hundred and sixty degrees, revealing a face that is at once both reptilian and mantislike, faceted eyes burning like coals while its mandibles chatter incoherently.

One of the most common varieties of yugoloth, dergholoths are brutish, dim-witted creatures who serve as rank and file soldiers in the Blood War. Only one step above mezzoloths in the yugoloth hierarchy, but above the canoloth and skeroloth punishment castes, dergholoths are subjected to constant abuse by their commanders. Sadistic beings, they understand little beyond an urge to inflict pain and death, and turn the abuse they suffer on the mezzoloths they frequently command.

Dergholoths are rarely dispatched to the Material Plane or even seen beyond the lower planes, and in fact it is only outside of those planes that they can be permanently killed. Following a typical Blood War battle, dergholoths reform within 1d3 days, a trait unique among lesser yugoloths, likely an adaptation to allow 'loth armies to quickly recover their losses.

When not fighting, these fiends wander aimlessly, seeking lesser beings on which to take out their aggression. Due to the dergholoths' penchant for devouring larvae, the night hags of the Gray Waste regard them as a nuisance but tend to accept a certain level of theft, fearing conflict with the yugoloth race as a whole. Beyond gorging themselves on nascent petitioners, dergholoths often congregate in larger groups, following a programmed racial instinct that spares higher-caste yugoloths the need to gather them before sending them off to the Blood War like so much chattering cattle.

Dergholoths can speak crudely in Abyssal, Draconic, and Infernal, but prefer to rely on their telepathy.

Strategy and Tactics

Dergholoths are not subtle creatures, and against smaller foes they prefer to simply wade into melee, getting in close to use their claws or any weapons they

might have scavenged on the battlefield, grappling if possible. Being surrounded poses little problem given their number of arms and all-around vision, but when pressed they may resort to using their chatter ability. That said, any dergholoth given control of mezzoloths presses them abusively into combat first rather than risking itself, and only if its subordinates seem overwhelmed will it then enter the fight.

Ecology

Dergholoths are the second stage in a yugoloth's spiritual evolution. They form when a mezzoloth realizes that the dergholoths who command them, though of higher caste, are actually weaker than they are in many ways. Raw strength alone does not correlate to authority, and this is the first lesson learned in a yugoloth's progress up the chain of purification toward the more twisted, complex evil that their race personifies.

The transition is not spontaneous except in incredibly rare cases, and involves a piscoloth-administered trial to ensure fitness and purity. Whatever the test entails, ultimately the mezzoloth passes or is butchered, its remains ground to dust. The mezzoloth who succeeds to become a dergholoth fares little better and is transformed by a process that involves a ritualistic drowning in the Styx.

Treasure

Brutish creatures with little comprehension of magic or appreciation for material wealth, dergholoths seldom carry anything beyond weapons. A dergholoth's weapons are typically a hodgepodge of types and styles, usually scavenged from the dead and dying on the battlefields of the Blood War. The weapons are sometimes magical, though it is more common to find them using silver or cold iron weapons, and occasionally those crafted from Baatorian green steel or Gehennan morghuth-iron. Anything more powerful than a +1 weapon is likely to be stolen by a higher-caste yugoloth.

While dergholoths may have no personal appreciation for treasure, they recognize its value to others and make a habit of collecting and swallowing small baubles that they happen to scavenge or take from the mezzoloths in their command. Later, when seeking to forestall punishment or simply trying to impress one of their overseers, dergholoths regurgitate portions of their scavenged wealth, though this tactic sometimes leads their betters to simply cut them open and extract it all. Over time, other fiends have caught on to this, and the sight of gutted dergholoth bodies is relatively common in the aftermath of any fiendish conflict involving 'loths.

DERGHOLOTH **CR 7**

NE Large outsider (evil, extraplanar, yugoloth)

Init +4; **Senses** all-around vision, darkvision 60 ft.; Listen +10, Spot +12

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

AC 23, touch 9, flat-footed 23 (+14 natural, –1 size)

hp 76 (8 HD) **DR** 10/good or silver

Immune acid, poison

Resist cold 10, electricity 10, fire 10 **SR** 20

Fort +11, **Ref** +6, **Will** +6

Spd 30 ft.

Melee masterwork scimitar +13 (1d8+5/18–20) or masterwork scimitar +11/+6 (1d8+5/18–20) and 2 masterwork scimitars +11 (1d8+2/18–20) and 2 claws +5 (1d6+2) or 5 claws +12 (1d6+5)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +17

Atk Options improved grab, Power Attack

Special actions chatter (DC 16), summon yugoloth

Spell-Like Abilities (CL 8th, +13 melee touch, +8 ranged touch)

At will—*cause fear* (DC 13), *contagion* (DC 16), *darkness*, *desecrate*, *greater teleport* (self plus 50 lbs. of objects only), *produce flame*

Abilities Str 20, Dex 10, Con 21, Int 7, Wis 10, Cha 14

SQ reform

Feats Ability Focus (chatter), Power Attack, Improved Initiative, Multiweapon Fighting

Skills Hide +7, Intimidate +13, Knowledge (the planes) +4, Listen +10, Move Silently +6, Search +9, Spot +12

Environment Gray Waste of Hades, Bleak Eternity of Gehenna, or Tarterian Depths of Carceri

Organization Solitary, Squad (1 plus 3–5 mezzoloths), Platoon (2 plus 6–10 mezzoloths plus 1 piscoloth)

Advancement 9–16 HD (Large); 17–25 HD (Huge)

All-Around Vision (Ex) A dergholoth's head can freely rotate, which combined with its compound eyes grants it the ability to see in all directions at once, making it impossible to flank.

Chatter (Su) Once per day, a dergholoth can rapidly chatter and clack its mandibles together, affecting all non-yugoloths within 30 feet with the effects of a *feeblemind* spell. This is a sonic, mind-affecting effect.

Improved Grab (Ex) To use this ability a dergholoth must hit with two claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Reform (Ex) Dergholoths killed within one of the neutral evil lower planes completely reform within 1d3 days.

Summon Yugoloth (Ex) Once per day, a dergholoth can attempt to summon 1d3 mezzoloths with a 30% chance of success.

DERGHOLOTH LORE

KNOWLEDGE (THE PLANES)

DC 17 Dergholoths are one of the lowest varieties of yugoloths, and are native to the neutral evil lower planes of Hades, Gehenna, and Carceri.

DC 22 A dergholoth's head can freely rotate atop its body, allowing them to effectively see in all directions at once and preventing them from being flanked.

DC 27 When pressed by large numbers of enemies, dergholoths emit a rapid and mind-numbing sound within a 30-foot radius that affects only non-yugoloths.

DC 32 Dergholoths swallow scavenged valuables, and their corpses (or living bodies) can be cut open to recover these items from inside their stomachs.

Downer
ZUZUZUZUUP
SPROW
I UNDERSTAND.
WHAT THE HELL?
NOT SOMETHING YOU SEE EVERY DAY--
YEAH, I QUIT.
AT LEAST I'M NO WORSE FOR WEAR.
WELL, YOU CAN FIND YOUR OWN DAMN WAY HOME. WE'RE DONE HERE.
WHAT WILL YOU DO?
I DUNNO. WANT TO COME?
I'D LIKE A WORD WITH YOUR FOREIGN GUESTS NOW THAT I'M FEELING BETTER.
NOT QUITE.

Story and art by **Kyle Stanley Hunter.** Lettering by **Sean Glenn.** Downer is ©2007 Kyle Stanley Hunter. A **Super Unicorn** production. www.superunicorn.com

BACK IN ZUGZWANG, DOWNER'S FRIENDS DELIBERATELY CONTRACTED LYCANTHROPY TO CLEAR OUT THE LAST OF THE KENKU AND NEOGI.

ASTRID, NOW A VIRTUAL THRALL OF THE ERINYES PIKE, MOBILIZED A RIGHTEOUS ARMY TO ATTACK THE WEAKENED CITY OF OUBLIETE.

PIKE'S TERRIBLE PLAN WAS REALIZED WHEN THE SURFACE ARMY WAS SACRIFICED EN MASS TO AN OBSCURE PIT LORD, BOLSTERING THE STRENGTH OF THE DEVILS.

THE CULT OF LOLTH WAS FORCED TO MAKE DESPERATE ALLIANCES TO ESCAPE INTO EXILE. IZANK THE ACCURSED RETURNED AS A MIGHTY HERO.

OLD ENEMIES ORGANIZED A RESISTANCE OF THE DEAD, AND OUBLIETTE'S NECROPOLIS WAS NEVER BREACHED.

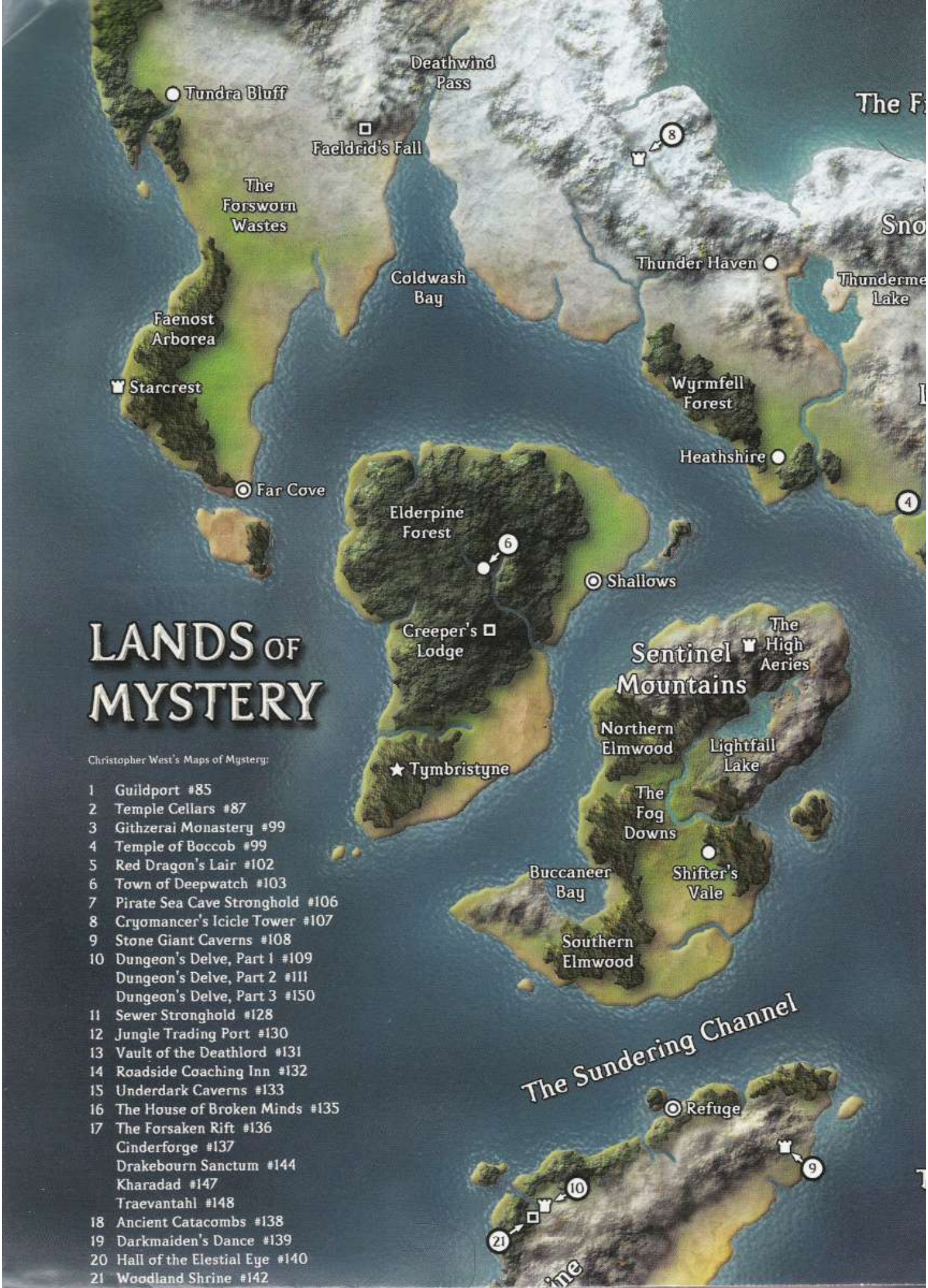
DOWNER NEVER RETURNED TO THE UNDERDARK, BUT LIVED A THRILLING LIFE AS THE WANDERING PRINCE.
THANKS FOR THE FUN DUNGEON ♡KH
BUT THAT'S A DIFFERENT STORY.
THE END

ULTIMATELY, KALRO'S HOLD ON THE CITY CRUMBLED WITH A MAD PLAN TO SEIZE THE CITY'S MAGIC BOOKS AND CHARGE THEIR OWNERS TO ACCESS THEM.
LAME
NO

Dungeon Delve
PART THREE
51
54
53
55
DEEP CAVERNS
56
57
64
63
65
68
UNDERDARK WILDS
70
69
72
KEY
51. Entrance to Lower Caverns
52. Entrance to Dwarven Mines
53. Eroded Limestone Cavern
54. Crystal Formation
55. Ambush Narrows
56. Adamantine Gate
57. Smooth Stone Passage
58. The Tempest Basin
59. Eye of the Tempest
60. Waterfalls
61. Cyclones
62. Whirlpools
63. Entrance to Drow Outpost
64. Shallow Lake
65. Illithid Cavern

52
52
DEEP MINES
58
62
61
67
59
57
60
75
66
74
75
75
66. Acid Cascade (From Vortex Room)
67. Overseers' Bridge
68. Mithral Mine
69. Slave Pens
70. Overseers' Ledge
71. Spawning Pods
72. Meeting of Minds
73. The Central Mind
74. Overseer Domiciles
75. Entrance to Parts Unknown
1 square = 5 feet
WEST

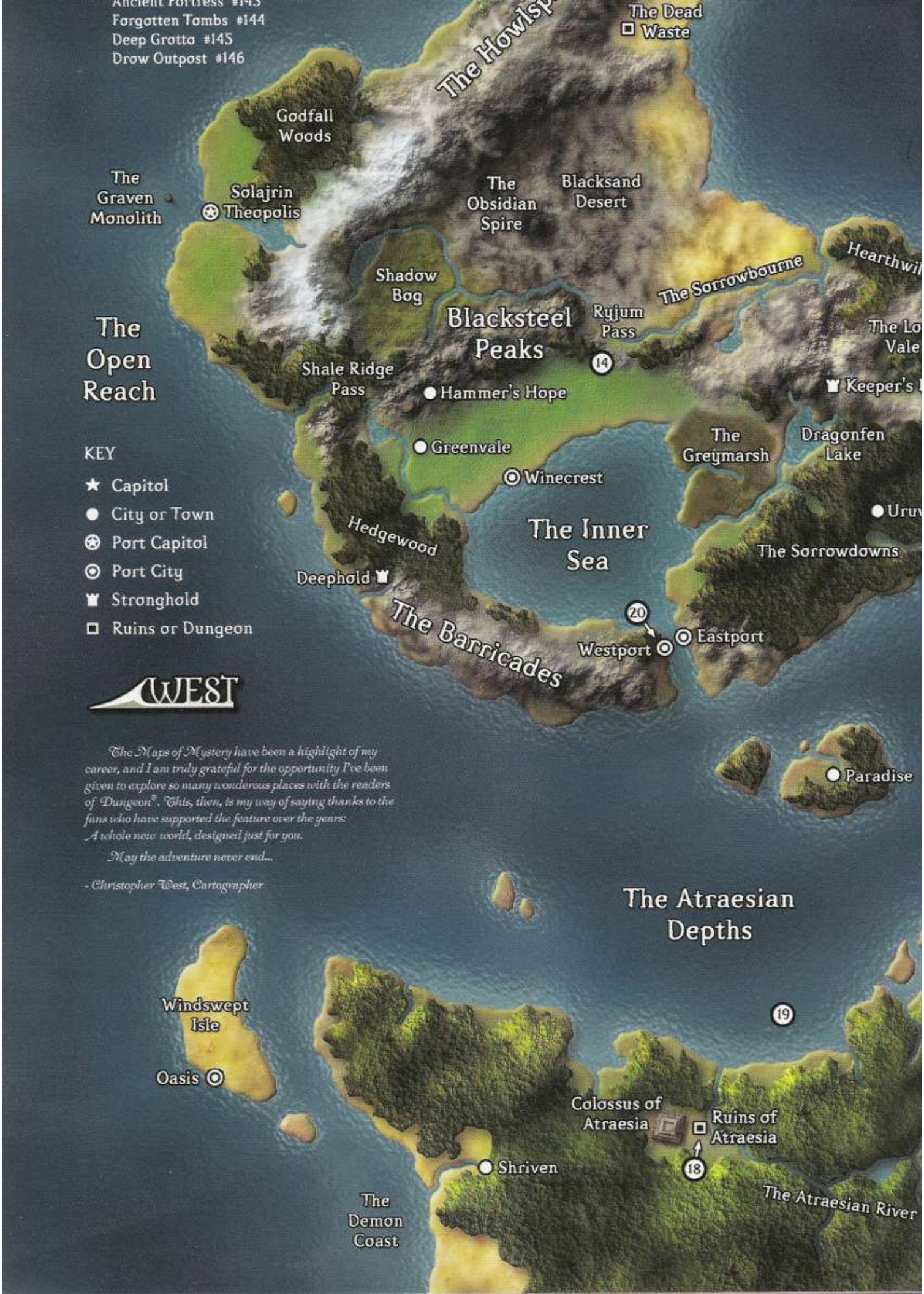
ERIK
DREW POZA
WES



Christopher West's Maps of Mystery:

1 Guildport #85
2 Temple Cellars #87
3 Githzerai Monastery #99
4 Temple of Boccob #99
5 Red Dragon's Lair #102
6 Town of Deepwatch #103
7 Pirate Sea Cave Stronghold #106
8 Cryomancer's Icicle Tower #107
9 Stone Giant Caverns #108
10 Dungeon's Delve, Part 1 #109
Dungeon's Delve, Part 2 #111
Dungeon's Delve, Part 3 #150
11 Sewer Stronghold #128
12 Jungle Trading Port #130
13 Vault of the Deathlord #131
14 Roadside Coaching Inn #132
15 Underdark Caverns #133
16 The House of Broken Minds #135
17 The Forsaken Rift #136
Cinderforge #137
Drakebourn Sanctum #144
Kharadad #147
Traevantahl #148
18 Ancient Catacombs #138
19 Darkmaiden's Dance #139
20 Hall of the Elestial Eye #140
21 Woodland Shrine #142

rostmere
Hearth-hall of the Twelve Jarls
Giant's Rest
Outcast
Empress Lake
Ruins of Braelnor
wcrown Mountains
Braelnorian Alpines
re
Tor'Algar
3
17
Wavewatcher's Bay
Outworld Plateau
The Frostfen
looming Peaks
Jadelode
Telbin's Taiga
Kembridge
Bladeridge Mountains
Shando's Shire
Deathcalm Sea
16
Deep Aquilon
The Azure Reach
Tempest Isle
Stormwatch
Tinker's Trove
Darkfathom's Gate
Darkfathom Peak
Gypsum
Elgiss Lake
Dyvaldiön
Subricon
Feywood
The wisting Deep
Deepsand Ravine
1
Loathsome Pass
15



The Maps of Mystery have been a highlight of my career, and I am truly grateful for the opportunity I've been given to explore so many wonderous places with the readers of Dungeon®. This, then, is my way of saying thanks to the fans who have supported the feature over the years: A whole new world, designed just for you.

May the adventure never end...

- Christopher West, Cartographer

Haleford
Felgrim Heath
Doomfang Peaks
13
Goblin's Grove
Serpent Lake
11
Tidewash
The Necrodome
The Harrowfen
Fengate
Blightwood
The Broken Straits
The Blistering Height
Hallowdale
Dreadforge
2
5
Ruins of Isprea
Sea of Isprea
The Smoke Rift
Last Stand
The Warspire
Tyranor
The Isprean Current
7
12
Camlin's Delta
The Raptor Coast
Lake Tympaniss
The Sunken City
The Rainlands
Jaquarta
Base Camp